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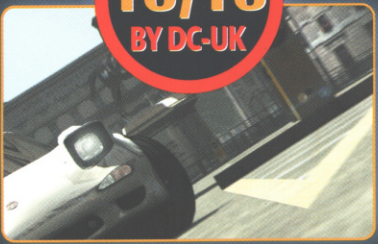

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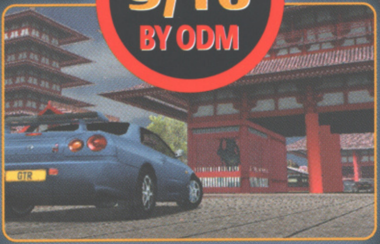

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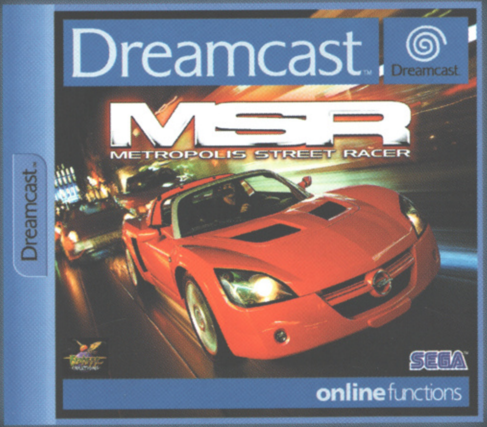

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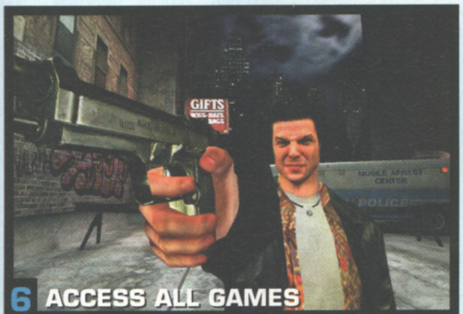
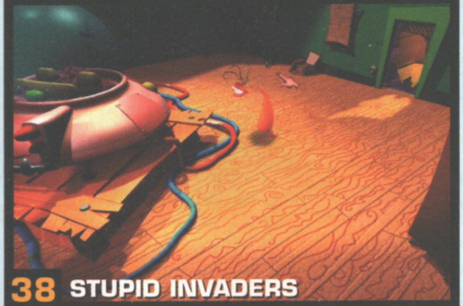

6 ACCESS ALL GAMES

16 BURNING MONEY ONLINE?


38 STUPID INVADERS

36 PAPER MARIO

ACCESS ALL GAMES

Seven Blades 6
No-one Lives Forever, Unreal Tournament on PS2 8
C-12, Metal Gear Solid 2 9

Theme Park World on PS2, Pokemon Puzzle League, Disney's Aladdin in Nasira's Revenge, Fantavision, Bugs Bunny & Taz Time Busters, Buzz Lightyear of Star Command, Max Payne, WDL Thunder Tanks, World Rally 2001 10

Disney's Little Mermaid 2, Dead or Alive 2: Hardcore, Hidden & Dangerous 2, Warriors of Might and Magic, Looney Tunes Collector: Martian Revenge!, Dancing Stage Euromix, Ms Pac-Man Maze Madness, This is Football 2, Lucky Luke 2 11

SCOOP!

GAME BOY IS ADVANCED 14
More advanced than you know. A CVG exclusive

BEST NET DEALS FOR YOU 16
Are you wasting money online?

YOUR BEST WEB SITES 18
We launch a new monthly webhead's award

LEE'S LAB TESTS 20
The Prof casts his beadies over new gaming gear

IN THE SHOPS SOON

STAR WARS DEMOLITION 26
Legendary saga does *Destruction Derby*

BLADE 28
Great vampire action to make your blood boil

SPYRO: YEAR OF THE DRAGON 30
He's back, and this time he's got mates

POKEMON GOLD AND SILVER 32
Not that anyone's remotely interested. Oh no, not at all

HITMAN 34
Sometimes it's good to be bad

DONALD DUCK QUACK ATTACK 40
The cunning canard ruffles our feathers

PROJECT EDEN 42
A shooter that'd distract Adam from his apple?

DANGER GIRL 44
She wants to threaten Lara. Everybody say, "Fight!"

CHAMPIONSHIP MANAGER 2000/01 45
The Daddy of footy management keeps getting better

CALL TO POWER 2 45
Call to ruin your social life, more like

MAFIA 46
These guys make Lock Stock hardmen look like wimps

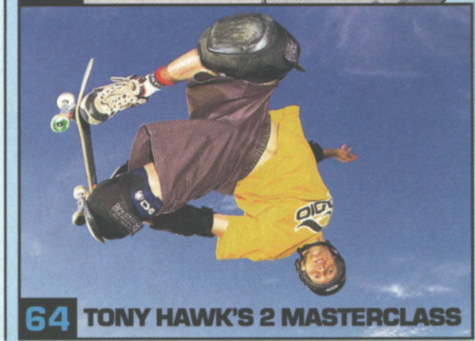
JUNGLE BOOK GROOVE PARTY 48
Get into the jungle groove, Disney-style

MAXIMUM

GET MORE FROM YOUR GAMING

62 STAR TREK VS STAR WARS

54 PS2 SPECIAL


64 TONY HAWK'S 2 MASTERCLASS

EVERY MONTH

SUBSCRIPTIONS 74
MAILBAG 75
NEXT MONTH 113

COVER STORY

TOMB RAIDER CHRONICLES **22**
Gaming's greatest babe is dead. Or *is* she? Lara's secrets exposed inside

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FUN

WHAT YOU NEED TO KNOW **52**
The best games advice from The Masters

BUYING A PS2 .... **54**
The waiting is all but over, but what do you actually get for your money?

EASY MONEY **60**
A tenner for your tips, Guv

STAR TREK VS STAR WARS **62**
Trekkies and and Wars fans have been at each other's throats for years, but which space game licence rules?

TONY HAWK'S 2 MASTERCLASS **64**
Now there's so much more to learn. Maybe you could use our help

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On DC! It's a blinder, and there's ten action-packed GDs going into the prize pot

RED ALERT 2 .... **98**
What? More games to win? Yup - another ten copies. Hurrah!

FREE POSTERS

58

89

REVIEWS

THE ONLY TESTS TO TRUST

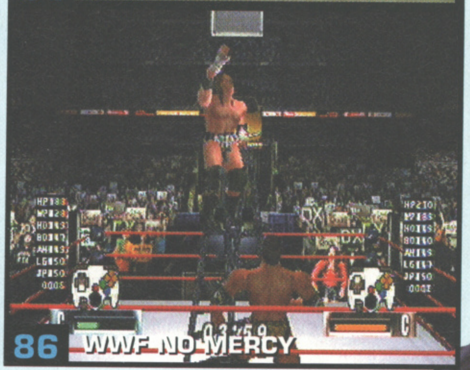
DINO CRISIS 2 .... **78**
Regina rules when it comes to monstrous fun

FERARRI 355 CHALLENGE **81**
The legendary four-wheel fuel shortage goes DC

HALF-LIFE ON DC **82**
Surely not? Oh, yessiree!

WWF NO MERCY **86**
How did they get so much on one cart?

81 FERRARI 355 CHALLENGE


86 WWF NO MERCY

BALDUR'S GATE 2 .... **90**
It's official. It's the Year Of The Great PC RPG

MARIO TENNIS **94**
N64 gets some hot net action of the tennis variety

COMMAND & CONQUER RED ALERT 2 .... **98**
Those pesky Soviets are at it again

MONSTER RANCHER **101**
Train and battle virtual monsties. Sound familiar?

INCREDIBLE CRISIS **101**
Mini games mean big laughs

POKEMON PINBALL **102**
Proves Pikachu has staying power

DISNEY'S DINOSAUR **102**
The handheld game of the movie

ODDWORLD ADVENTURES 2 .... **103**
Air biscuit action on Game Boy

RESIDENT EVIL 3: NEMESIS ON PC **104**
It ain't exactly Valentine's Day...again

AIRFIX DOGFIGHTER **104**
Pack a parachute. You're going to need it

DUCK DODGERS **105**
More duck capers - this time, Daffy-syle

DAVE MIRRA BMX **105**
Is it phat phrills or on yer bike for Dave?

MUPPET MONSTER ADVENTURE **108**
3D roamer from the frogmeisters

MADDEN NFL 2001 .... **108**
The Fat Man's best take yet. Probably

CRIMSON SKIES **109**
Zeppelins, air pirates and a bomb bay full of fun

SILENT SCOPE OF DC **110**
This gun game's a sight for sore eyes

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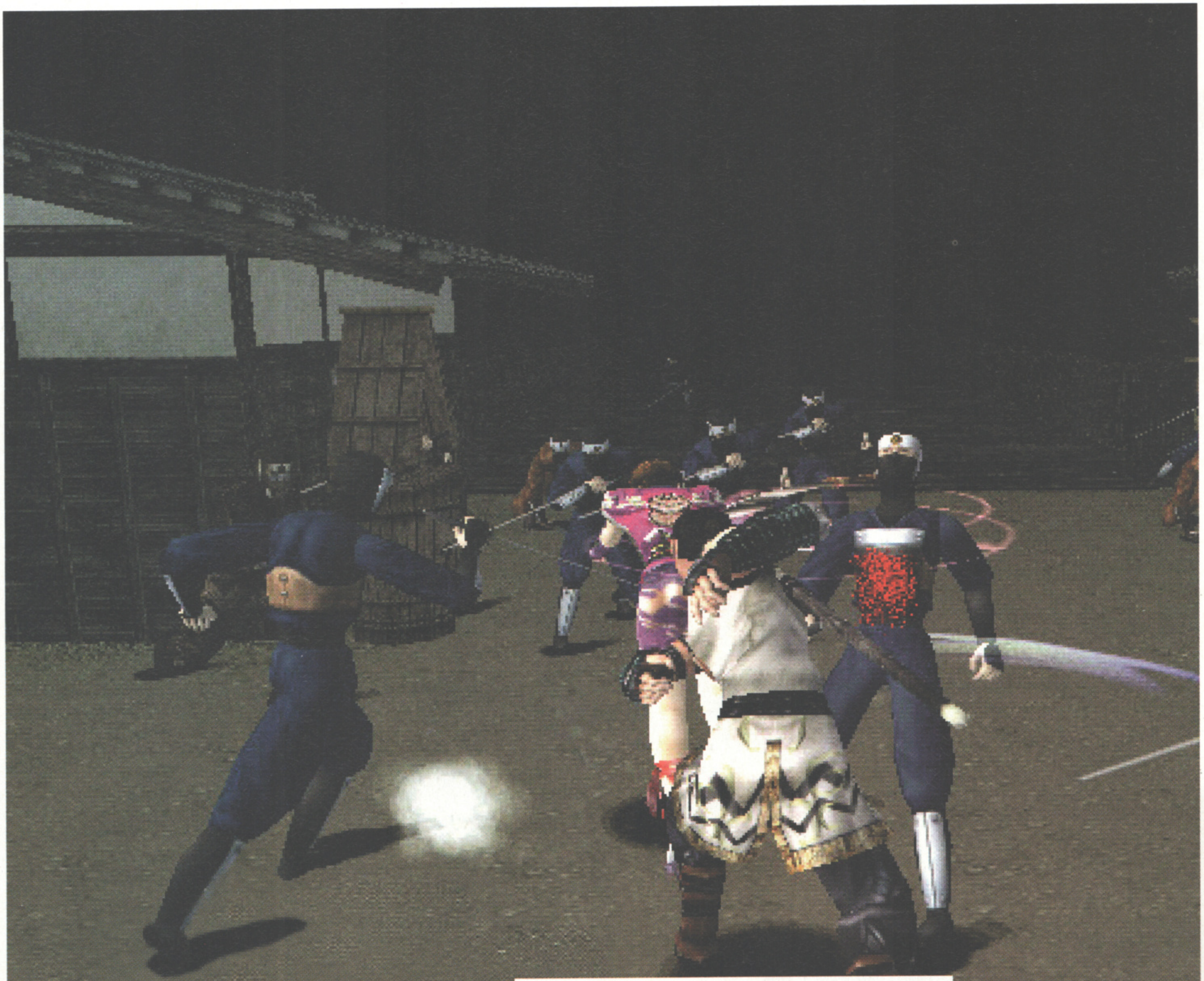
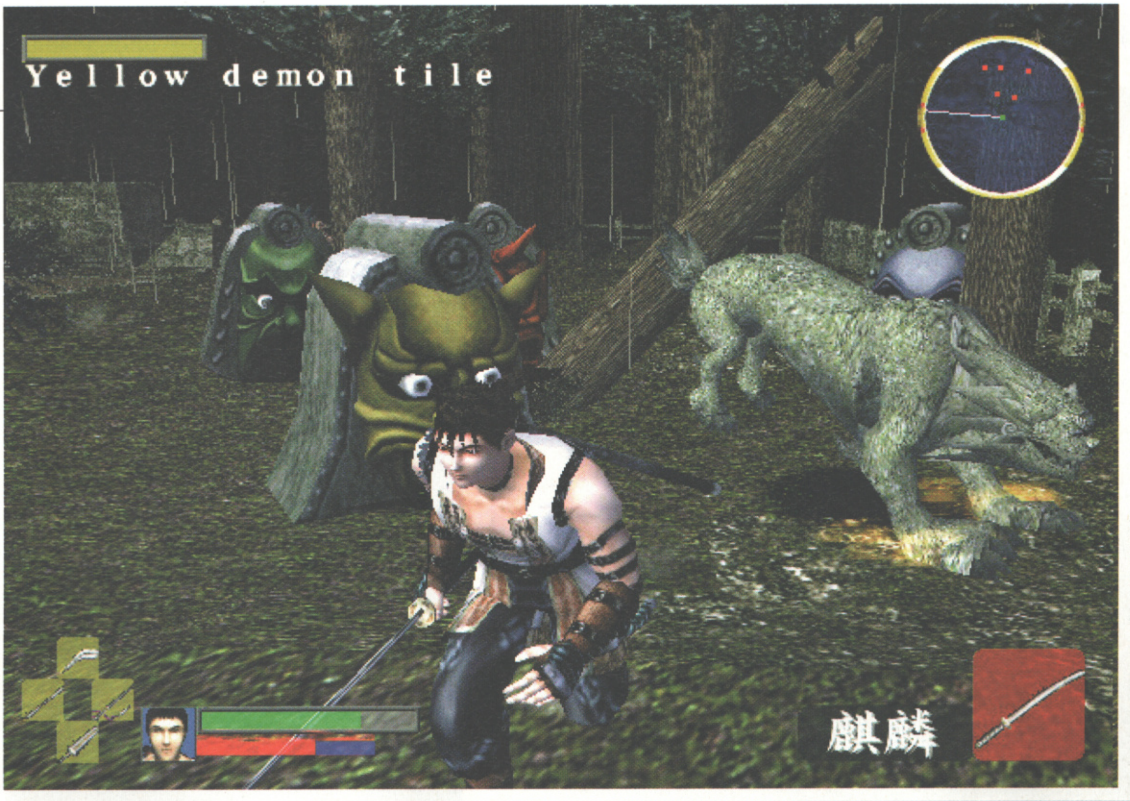


SEVEN BLADES

*OUT***2001** *PLATFORM***PS2**

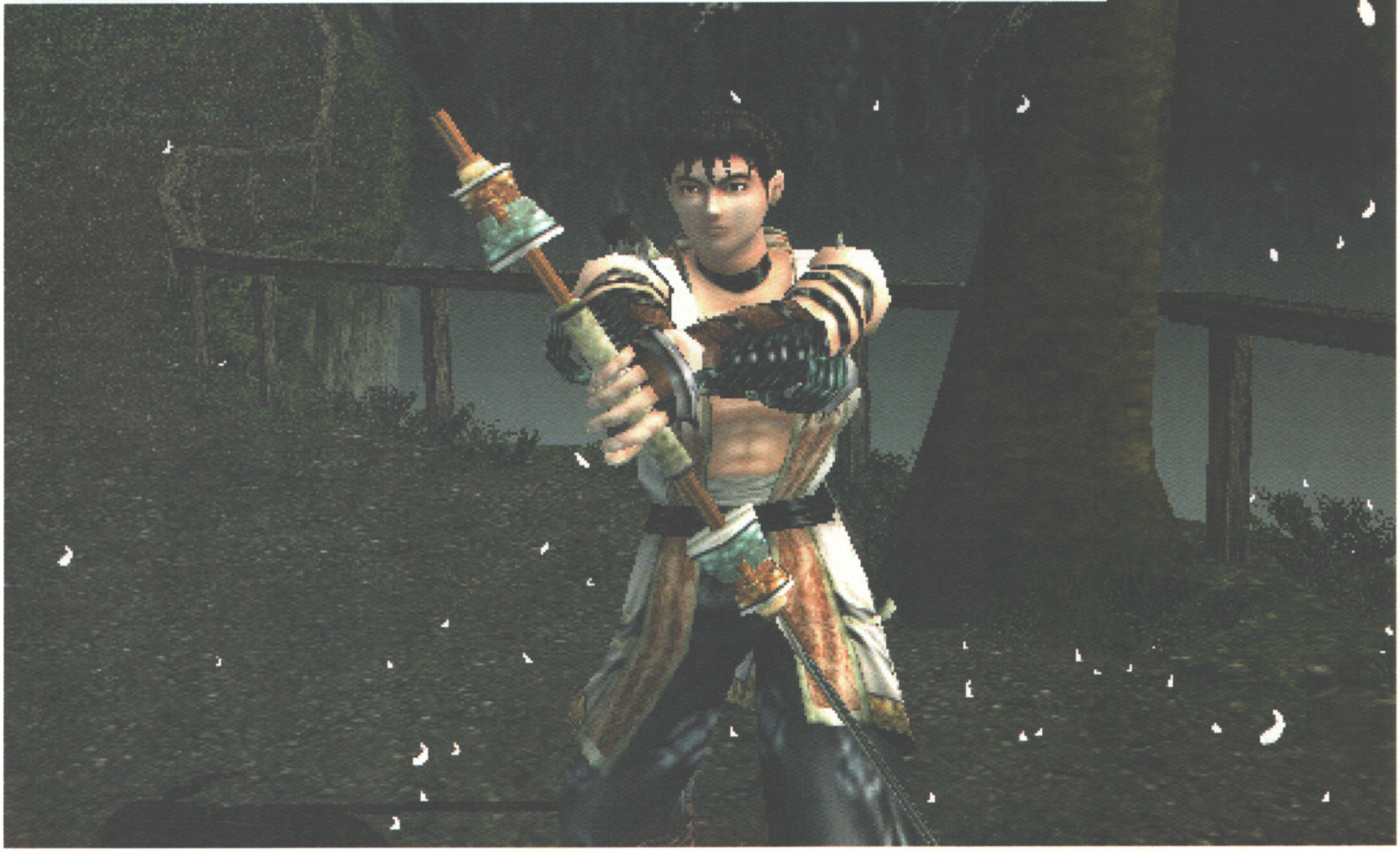
Another ECTS games show hit for Konami, *Seven Blades* is a samurai swordplay spectacular. The action's one-part *Tenchu*, one-part *Bushido Blade*, and looking many parts good. We've got these new shots to show you what we mean. The graphics are striking and at the show we saw dozens of screaming ninjas scrapping on-screen at the same time, with no jerkiness or slowdown to spoil the carnage. Steel clashes on steel, blood spurts everywhere and limbs get lopped like firewood. The enemy characters were a tad stupid, but the game's so early that the AI is still being tweaked

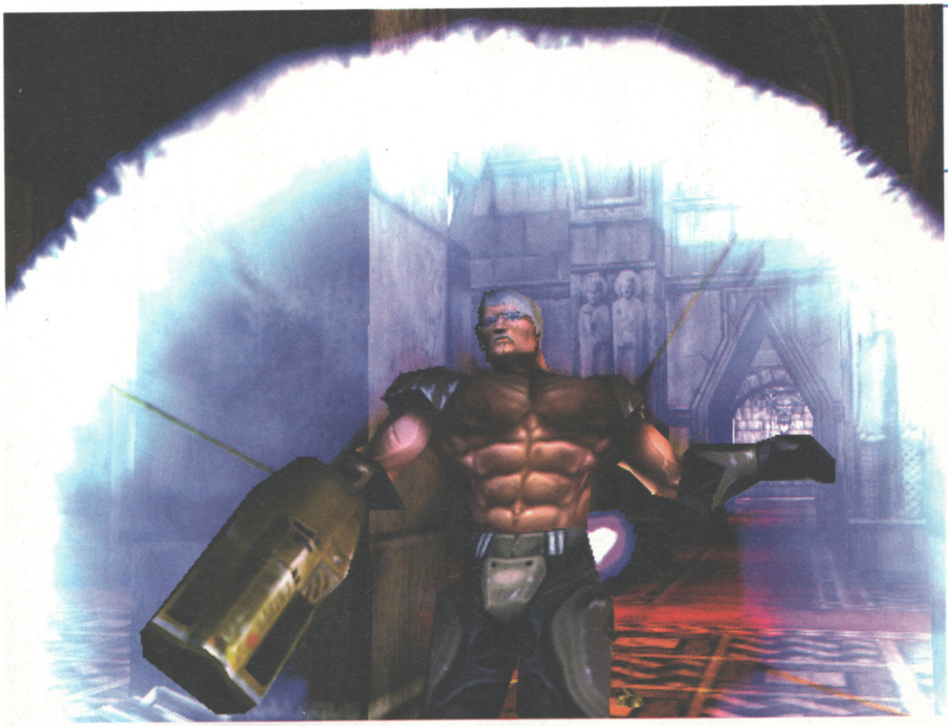
The title refers to the main weapons you use and discover in the game, but you're not just limited to sword-slashing. Depending on which character you are, guns also feature heavily, ranging from handguns to primitive, chunky shotguns. There are projectile weapons to lob at the oncoming ninja nasties too



Seven Blades is a story-led actioner. You can play as two different characters to start with, and their individual stories overlap. Playing as the sword-wielding guy, and you'll witness events from his perspective and rely mostly on his prowess with a blade in battle. Playing as the gun-toting lady will mean more reliance on ranged weapons, giving you a different take on the same situation

The emphasis is on action and samurai showdowns, but there will still be a few puzzles to break up the blood-letting. These are most likely to involve simple object-finding (like locating keys) to proceed through to the next section of the game, rather than all-out brain-busters

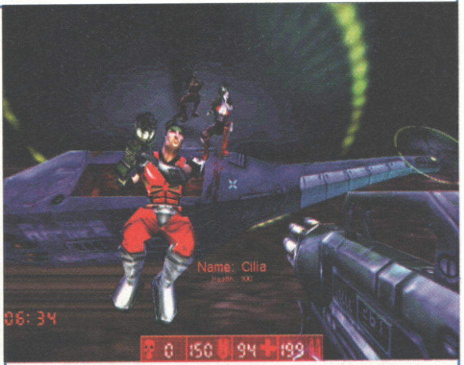




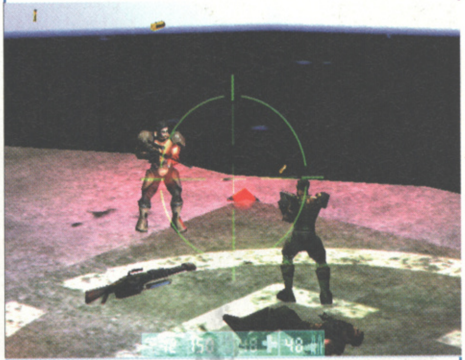
UNREAL TOURNAMENT

OUT**WINTER**PLATFORM**PS2**

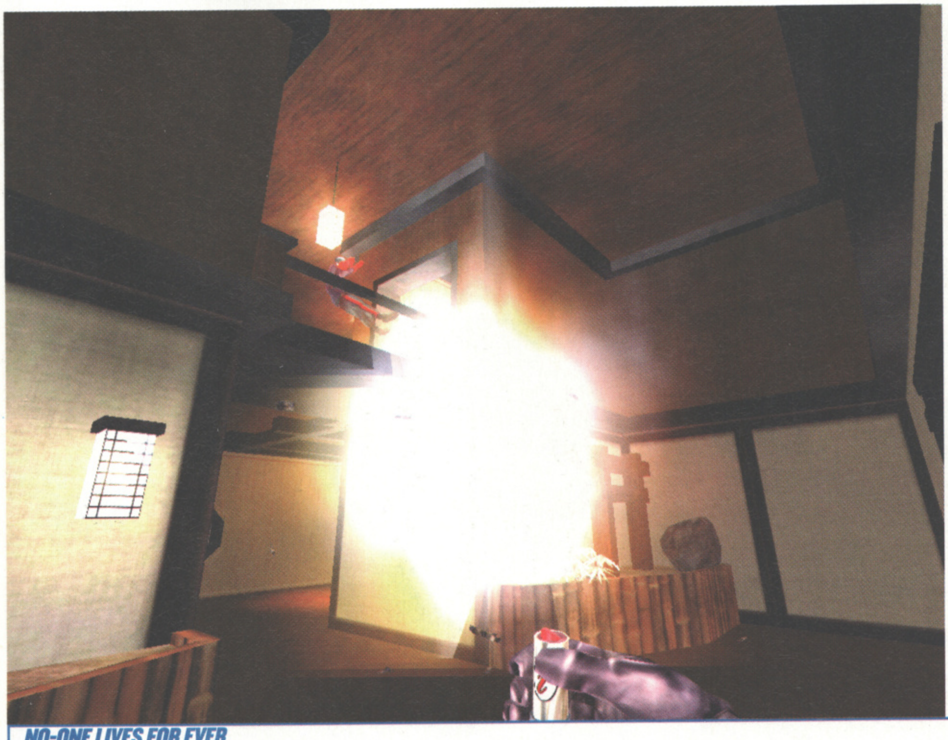
Unreal Tournament will be the first game on PS2 with online capabilities. Details are still sketchy but it seems the developer is trying hard to make the game compatible with every type of first- and third-party modem available so you can get fragging asap



Don't fret if you've got no modem though - *UT* features four-player, split-screen action that's a damn sight cheaper than buying four PCs and you won't lose sleep about phone bills



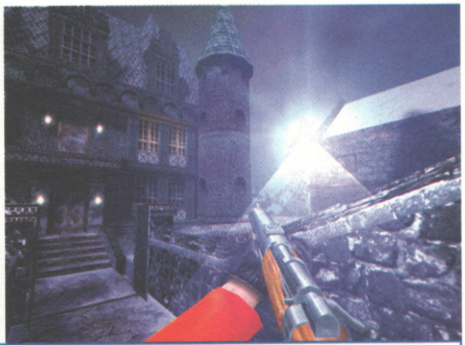
If there were any moans when *UT* was shown at this year's E3 show, it was about the frame rate. But as that was early code, we're not too worried. These new screens show how tasty the game is shaping up. By the time it's finished, it should look even better than the PC version. Still think PS2 sounds pricey?



NO-ONE LIVES FOR EVER

OUT**LATE 2000** PLATFORM**PC**

Relive the joy of the best 1960s crime capers in this promising FPS, where the swinging chic of Austin Powers combines with the engaging story of *Half-Life*. Sort of. You play as luscious heroine Agent Archer and face off against a wealth of comedy villains and goons

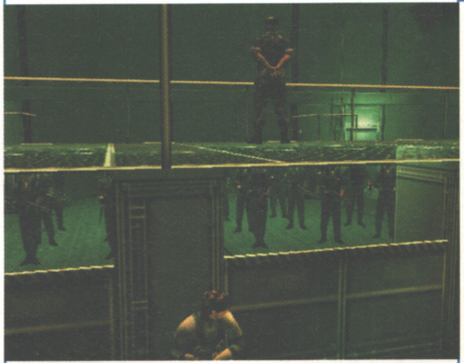


Outlandish gadgets like lethal acid perfume and a Robotic Poodle are some of the 30 weapons. There'll be 15 single player missions and 10 multiplayer arenas, including deathmatches and co-operative assaults. We liked what we saw at ECTS.

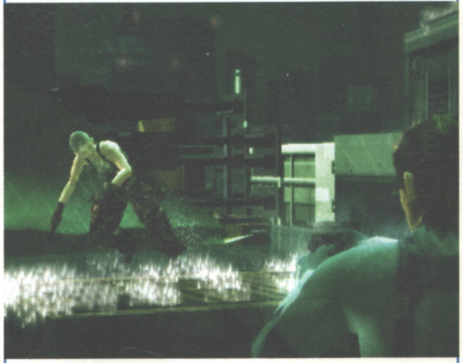
METAL GEAR SOLID 2: SONS OF LIBERTY

OUT **2001** *PLATFORM* **PLAYSTATION**

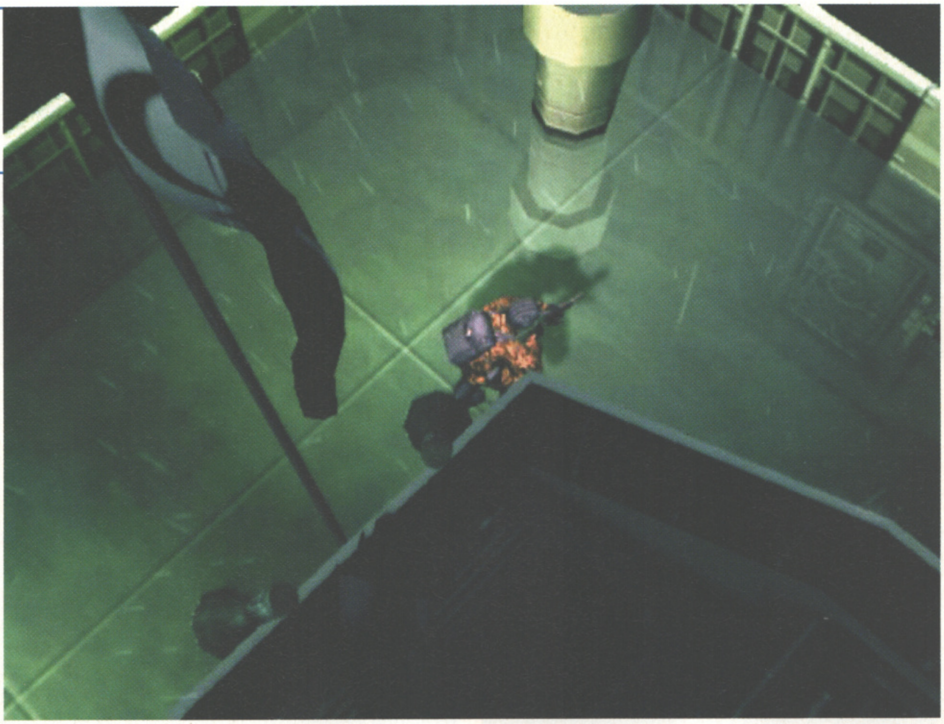
The game on top of everyone's wish-list is this stunning sequel. We all want more *Metal Gear*. And at ECTS that's exactly what we got. Extra footage was included on that very special trailer that blew everyone away at E3. A real crowd puller



The new footage featured Snake – moody as ever – walking across the Brooklyn Bridge in the rain while smoking a cigarette. Nice to know he's lightened up since the first game



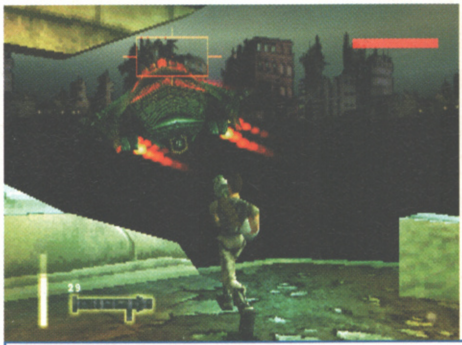
These shots show the creative camera angles being used to give *MGS 2* an unparalleled cinematic feel. The professionally composed score should round the whole experience off nicely too. You'll want to check you're not watching a DVD as you're playing. Hmm, wonder if there *will* be a *Metal Gear* movie?



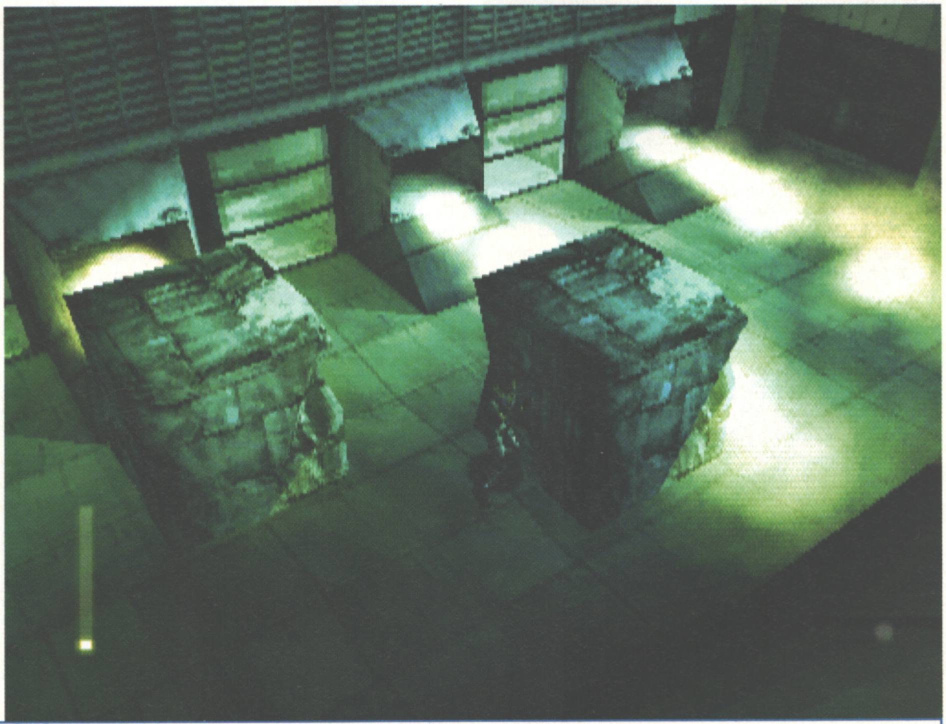
C-12

OUT **MARCH 2001** *PLATFORM* **PLAYSTATION**

The developers of the ace *MediEvil* games have a stab at survival-horror/stealth action adventure with *C-12*. Jump into the burly boots of resistance fighter Lieutenant Vaughan in the aftermath of a ground invasion by hostile alien forces, and save mankind from extinction



No-one knows why the aliens have attacked, and it's Vaughan's job to suss out what's going on. The action-movie story should help hold things together and it's already looking moody and mature, with a mixture of stealth, puzzling, and, of course, action



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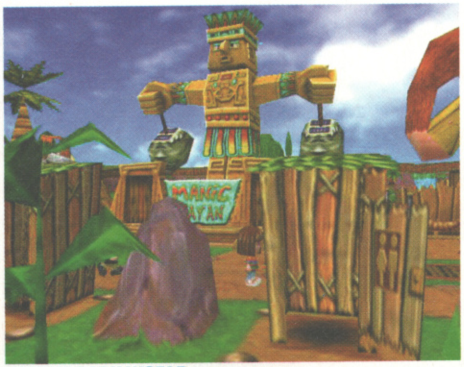
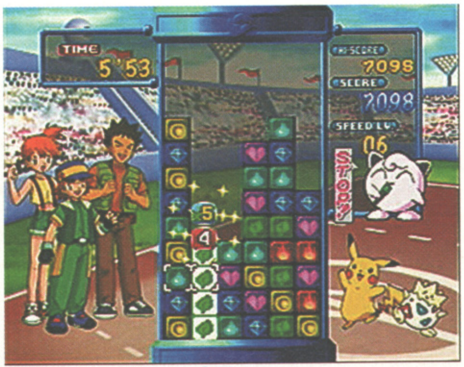


THEME PARK WORLD

OUT**NOVEMBER** PLATFORM**PS2**

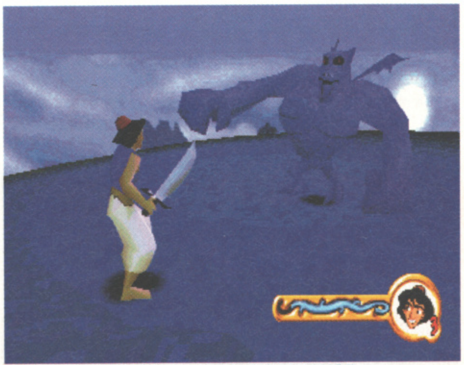
Theme Park World is wicked fun, but both the PC and PlayStation versions were flawed in their own ways. Happily, the PS2 edition should combine the best bits from both games to create a truly special package. Available at launch, this is a funny and massively playable sim that'll keep you busy long into the night



POKEMON PUZZLE LEAGUE

OUT**NOVEMBER** PLATFORM**N64**

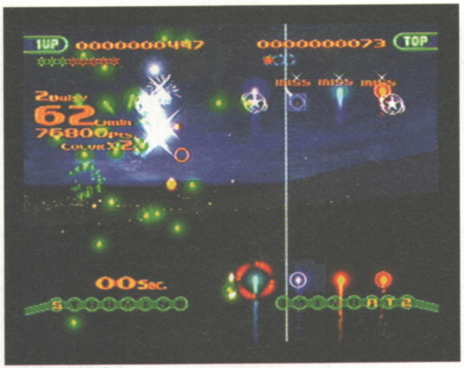
Just like *Tetris Attack* on SNES but with *Pokémon* action all the way. As with the Game Boy adventures, there are Pokémon masters to beat, but this time you play against them in block-linking puzzle fun. Expect chain reactions, bonuses for high-scores and lots of Poké-extras. Very simple, but looks a good crack



DISNEY'S ALADDIN IN NASIRA'S REVENGE

OUT**TBC** PLATFORM**PLAYSTATION**

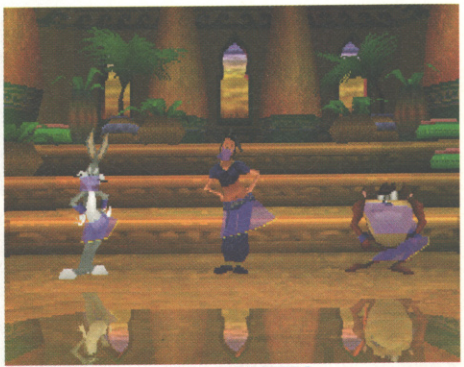
Movie and cartoon series based 3D platform action with levels and characters faithfully recreated from the original big screen animations for that authentic look. Play as different characters as you try to protect Agrabah from Jafar and his evil sorceress sister, Nasira. Over 40 hours of free-roaming action sounds respectable



FANTAVISION

OUT**NOVEMBER**PLATFORM**PS2**

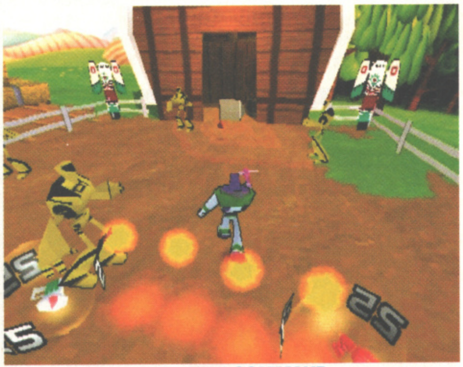
Fantavision shone like a rare jewel amid the fog of disappointment that met the Japanese launch of PS2. A truly original – and beautiful – game that was over just a little too quickly. But lucky European gamers will be getting that extra two-player mode we all cried out for. Very possibly an essential PS2 purchase



BUGS BUNNY & TAZ TIME BUSTERS

OUT**NOVEMBER** PLATFORM**PLAYSTATION**

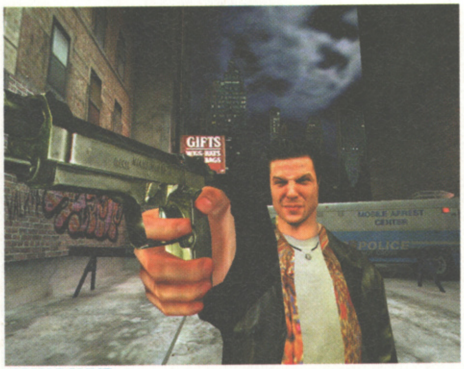
Bugs and Taz team up for the first time on PlayStation for co-operative 3D platform fun. You can play as both characters and switch between them at will. You can also call in the other 'toon for help at any time to help solve puzzles over four time periods. Great idea, let's hope the gameplay is top notch too



BUZZ LIGHTYEAR OF STAR COMMAND

OUT**WINTER** PLATFORM**DREAMCAST/PLAYSTATION**

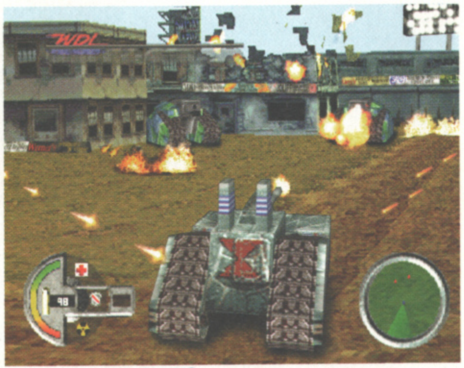
Get ready for a Buzz onslaught. Tying in with the forthcoming TV series, this third-person, gadget-packed hoot could be big. Billed as a 'high-speed chase adventure', Buzz's game is a mix of madcap cartoon racing and precision 3D platforming. You will get loads of toy buddies to interact with too



MAX PAYNE

OUT**SPRING 2001** PLATFORM**PC**

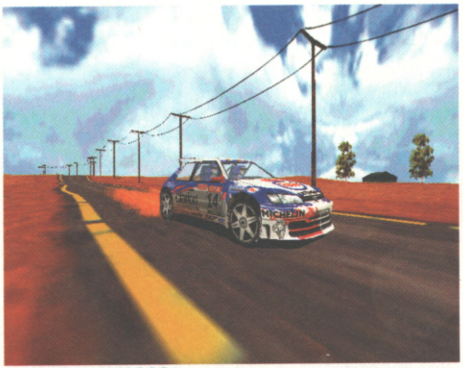
This third-person shooter trades in classy film noir atmosphere and Hollywood blockbuster-style set pieces. You play a lone hero on a quest for vengeance, and with a name like this, you can expect a bit of violence. We got rather excited about the sharp visuals a whole year back, and now they might just get round to finishing it



WDL THUNDER TANKS

OUT**NOVEMBER** PLATFORM**PLAYSTATION**

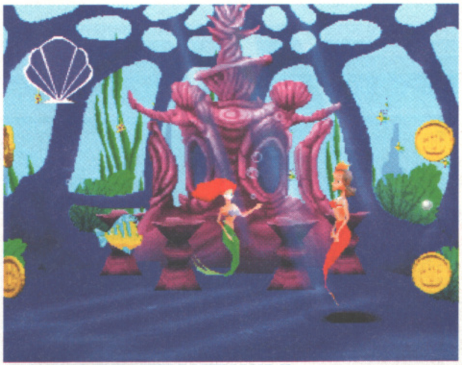
Post-apocalyptic tank battling games usually make us feel tired all over but *WDL* looks fun. Pick a tank and take on all-comers in your bid to win the (booming voice) World Destruction League! You can battle in recognisable, but war-ravaged locations across the globe. Smashing rivals into the Leaning Tower of Piza, madam? Ooh!



WORLD RALLY 2001

OUT**NOVEMBER** PLATFORM**PC**

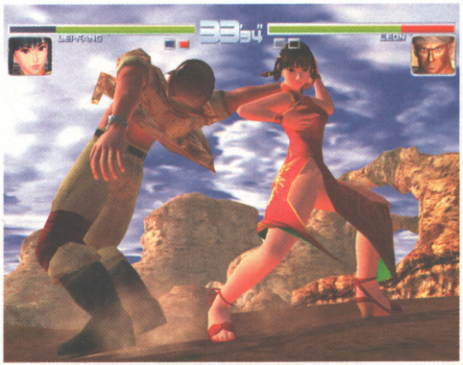
We've had a bash at this rally racer and it's one of the fastest we've seen on PC. An intelligent co-driver analyses your driving and offers hints, and you can race in split-screen (at last) or networked multiplayer. Throw in plenty of officially licensed cars and top visuals and we might just have to dust off the 'high-octane' clichés



DISNEY'S THE LITTLE MERMAID II

OUT **WINTER** PLATFORM **PLAYSTATION**

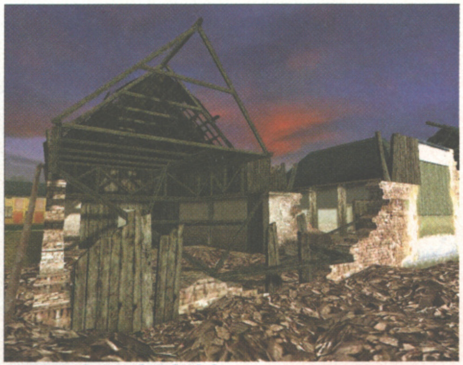
All the fun of Disney's classic movie and its spin-off sequel packed into one surprisingly decent-looking title. In two parts, the first section mirrors Ariel's adventures from the first movie, and the second's set 14 years later. It may be aimed at a younger audience but the mermaid may have a few treats for us all in her... purse



DEAD OR ALIVE 2: HARDCORE

OUT **TBC** PLATFORM **PS2**

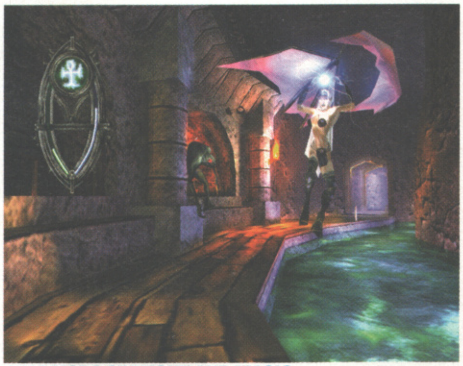
Already a corking fighter, *DoA2* on PS2 has undergone some major tweaking for us Euro scrap fans. An enhanced graphics engine allows for crisper animation, while there are brand new levels, extra characters and costumes and a whole big bunch of new attacks. Nice to know we're getting special treatment



HIDDEN & DANGEROUS 2

OUT **SPRING 2001** PLATFORM **PC**

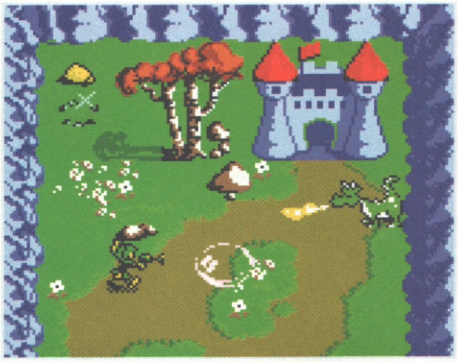
The first game was loved for its realism and there's even more attention to detail in the sequel, right down to cigarette smoke behaving as it should. There's a brand new game engine and more claims of scarily advanced enemy AI, along with 23 stealthy missions in nine new Nazi-annihilating campaigns



WARRIORS OF MIGHT AND MAGIC

OUT **JANUARY 2001** PLATFORM **PLAYSTATION/PS2**

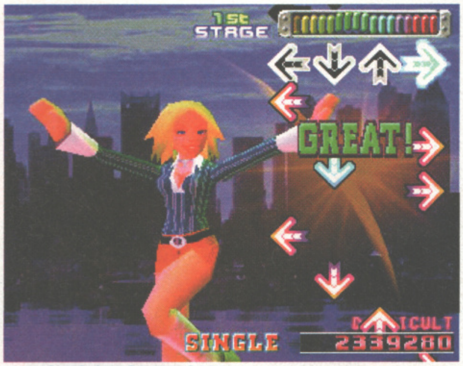
It's the Man in the Iron Mask – sorta. Your hero in *WoMM* is a man forced to wear a painful mask as punishment for a crime he didn't commit. He sets off to get revenge on his jailor and gets involved in a massive plot and a struggle between good and evil. Looks okay, but the last PS *Might and Magic* game was weak



LOONEY TUNES COLLECTOR: MARTIAN REVENGE!

OUT **NOVEMBER** PLATFORM **GAME BOY COLOR**

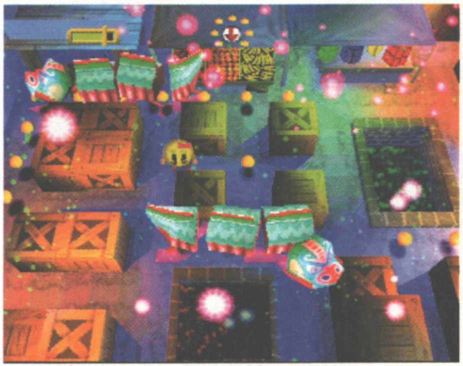
Just as every ying has it's yang, *Martian Revenge!* is the companion piece to *Martian Alert!*, one of the finest Game Boy games we've seen this year. This is no *Pokémon*-style marketing ploy. You get a genuinely different adventure with new characters and locations, plus a gaggle of new Looney Tunes to collect



DANCING STAGE EUROMIX

OUT **TBC** PLATFORM **PLAYSTATION**

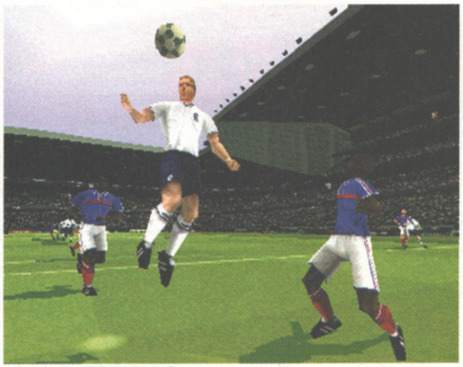
Already raking in the cash in arcades, the Euro edition of *Dancing Stage* is on its way to PlayStation. Soon households country-wide will be pounding to the musical delights of Boyzone, Gloria Gaynor and Buggles' Video Killed the Radio Star. A dance mat will give you the most fun, especially in the vigorous workout mode



MS PAC-MAN MAZE MADNESS

OUT **NOVEMBER** PLATFORM **PLAYSTATION**

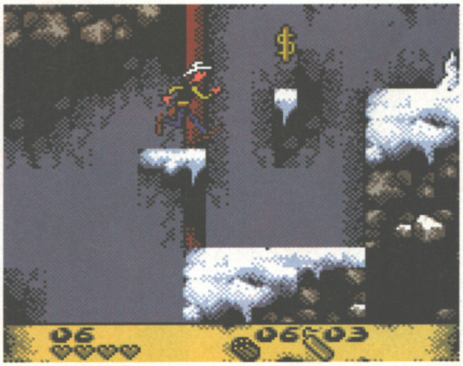
That bow in her hair! Those ruby-red lips! Forget Lara Croft, *Ms Pac-Man* is the original videogame godess and is looking better now than ever. Her new game features all the old-school maze action as well as four-player multiplayer games. Nice graphics and excellent trancey sounds, but could prove too simplistic



THIS IS FOOTBALL 2

OUT **WINTER** PLATFORM **PLAYSTATION**

SCEE consider the *TIF* series a flagship franchise, which is odd considering the first game was a bit limp. It sold loads regardless and the sequel's got extra features galore to up the realism and – with any luck – the gameplay. A host of tactical options promise to introduce more strategic gameplay than the first installment



LUCKY LUKE 2

OUT **NOVEMBER** PLATFORM **GAME BOY COLOUR**

Rough-riding French cartoon hero Lucky Luke's not so lucky after all. Those dog-gone varmints are back again to create havoc in the Wild West. We're in 2D platformer territory here, but the game plays well enough to make it stand out. There's loads to keep you busy and an cool control system. Brainless, but promising

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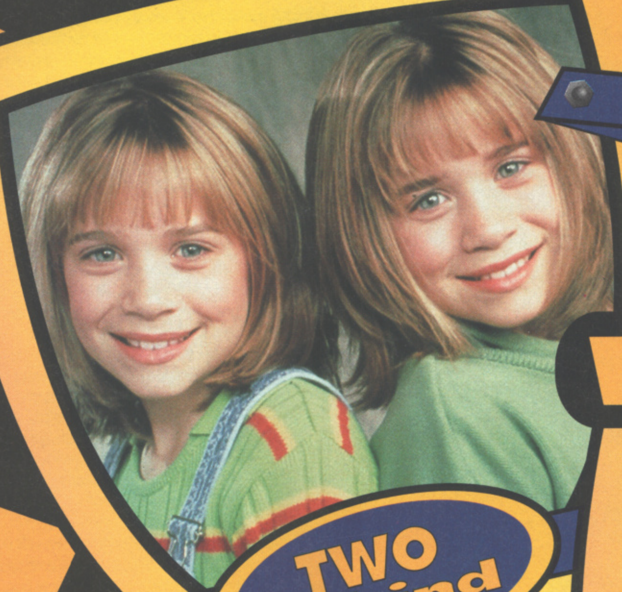
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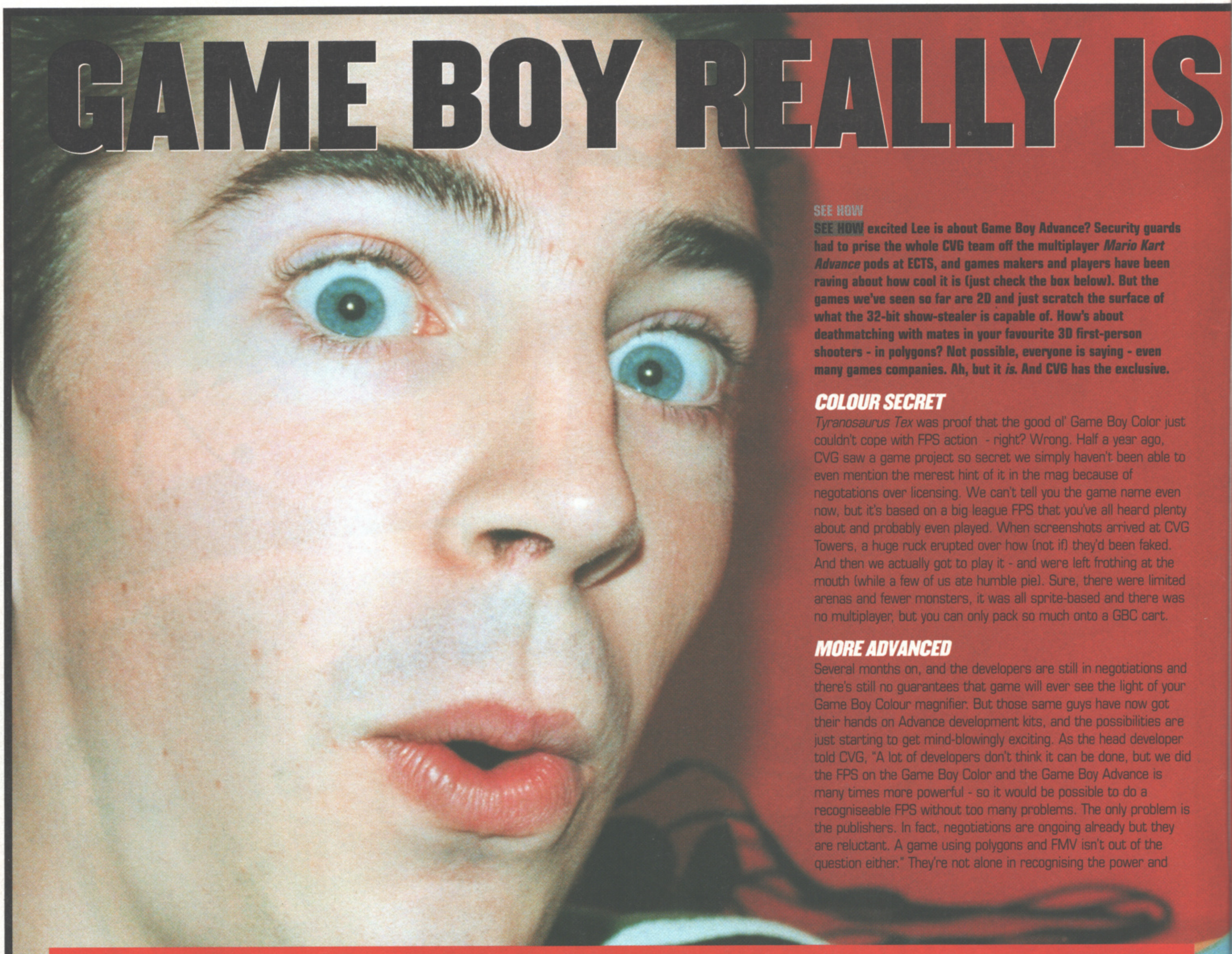
GAME BOY REALLY IS



SEE HOW **excited Lee is about Game Boy Advance? Security guards had to prise the whole CVG team off the multiplayer *Mario Kart Advance* pods at ECTS, and games makers and players have been raving about how cool it is (just check the box below). But the games we've seen so far are 2D and just scratch the surface of what the 32-bit show-stealer is capable of. How's about deathmatching with mates in your favourite 3D first-person shooters - in polygons? Not possible, everyone is saying - even many games companies. Ah, but it *is*. And CVG has the exclusive.**

COLOUR SECRET

Tyranosaurus Tex was proof that the good ol' Game Boy Color just couldn't cope with FPS action - right? Wrong. Half a year ago, CVG saw a game project so secret we simply haven't been able to even mention the merest hint of it in the mag because of negotiations over licensing. We can't tell you the game name even now, but it's based on a big league FPS that you've all heard plenty about and probably even played. When screenshots arrived at CVG Towers, a huge ruck erupted over how (not if) they'd been faked. And then we actually got to play it - and were left frothing at the mouth (while a few of us ate humble pie). Sure, there were limited arenas and fewer monsters, it was all sprite-based and there was no multiplayer, but you can only pack so much onto a GBC cart.

MORE ADVANCED

Several months on, and the developers are still in negotiations and there's still no guarantees that game will ever see the light of your Game Boy Colour magnifier. But those same guys have now got their hands on Advance development kits, and the possibilities are just starting to get mind-blowingly exciting. As the head developer told CVG, "A lot of developers don't think it can be done, but we did the FPS on the Game Boy Color and the Game Boy Advance is many times more powerful - so it would be possible to do a recogniseable FPS without too many problems. The only problem is the publishers. In fact, negotiations are ongoing already but they are reluctant. A game using polygons and FMV isn't out of the question either." They're not alone in recognising the power and

SMALL GAMES MACHINE, BIG EXCITEMENT

It's not just CVG getting all hot and sweaty about the Big N's new handheld. What did players who had a crack on Advance at ECTS and games publishers and makers reckon? Over 60 developers already have development kits and the likes of Digital, Eclipse, Camelot, Handheld Games, Rare, and Classified Games are already working on games. THQ are even talking about four-way WWF multiplayer!

THE COMPANIES

■ CAPCOM - "This is one sexy little bit of kit and gamers are going to go mad for it."

■ BLAZE - "People should be very excited about this - it will be a must-have product."

■ RAGE - "A great leap for hand-held consoles. We'll have a more than capable handheld to deliver not only fantastic gameplay, but graphical excellence."

■ ACCLAIM - "Most publishers don't realise quite how big this has the potential to be. This should be viewed as another SNES or Playstation, but most see it as another Game Boy ie. strictly Nintendo's territory."

■ HMV - " The machine has enough power to create some truly innovative portable software."

Volker Braren, 18, from Germany
"The display's great - it's all good. But quality games will be the key."

Jamie Ingley, 16, from London
"The graphics are amazing - they're better looking than the SNES."

Trevor Desa, 19, also of London
"I'm impressed. All the games I've played here are very addictive."

Atdhe Zakuti, 16, from, er, London
"I played *Mario Kart*. For a game that's 30% ready, it plays excellent."

ADVANCED

HELP US CHANGE THE FACE OF GAMES - AND PUT A BIG FAT SMILE ON ALL OUR FACES

WORDS **PETER W & LES E** PICS **KENNY P**

potential of Advance. As an Electronic Arts spokesman commented, "The system is being compared to the SNES in terms of power, and the sound will be in both stereo and Dolby Surround. Graphically the machine will be able to use 3D capabilities with texture mapped polygons."

FPS BY NEXT YEAR?

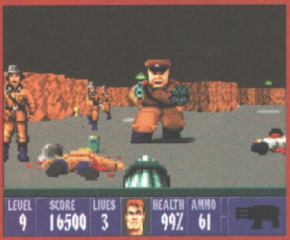
Our anonymous developer admits that using polygons and texture mapping will effect the speed of gameplay and amount of detail that could be used in an FPS - arenas would be more likely to be *Doom*-style than the fully 3D environments of more recent shooters. Crucially though, they believe they could still include four-way multiplay. However, if they stuck to sprites (which *Doom* did so well, even on the SNES and 32X), they could get a lot more characters in and make levels bigger. What's more, they reckon they could turn an FPS around in six months to a year - if they don't get bogged down in licensing issues. So why aren't the publishers snapping their arms off to get an FPS out? Apparently, they're insisting that players don't want to play handheld FPSs. Apparently you'd all rather do it at home. The public panning that *Tyranosaurus Tex* on GBC got might partly explain their reluctance, but we find it hard to believe that you guys don't want FPS giants like *Wolfenstein, Doom, Doom 2, Duke Nukem, Quake, GoldenEye, Unreal, Half-Life* or even *Perfect Dark* on Advance. Sure, they won't be the same as the originals - but it seems that good looking, highly playable versions *are* possible on GBA. Now developers have just got to convince the publishers we want them.

JOIN OUR CAMPAIGN

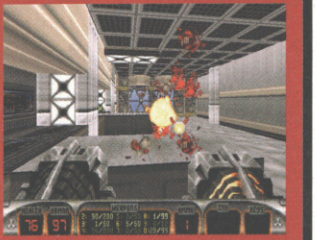
So here's where you come in. We want to see Triple A FPSs on Advance. Think about the multiplayer potential - no big phone bills, no big hassle to organise: just whip your Advance out on the bus and frag your mates stupid for five minutes. If you want some of that, then email us at mailbag,cvg@ecm.emap.com, fill in the coupon attached and send it to our usual address marked CVG's Advance Campaign or go to our website. We'll compile a petition with all your names and pass it onto developers so they've got even more ammunition to convince publishers.

FIRST-PERSON SHOOTER HEAVEN

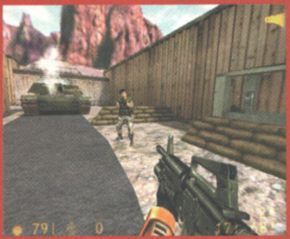
The titles below have all rocked our gaming world in their time. Want some of that fantastic FPS action on Advance? It's not the impossible pipedream everyone says it is.



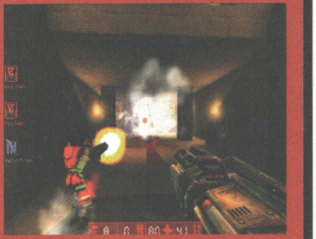
WOLFENSTEIN 3D: Where it all started for FPSs. Now possible on handheld



DUKE NUKEM 3D: Could Advance sound even give us Duke's wisecracks?



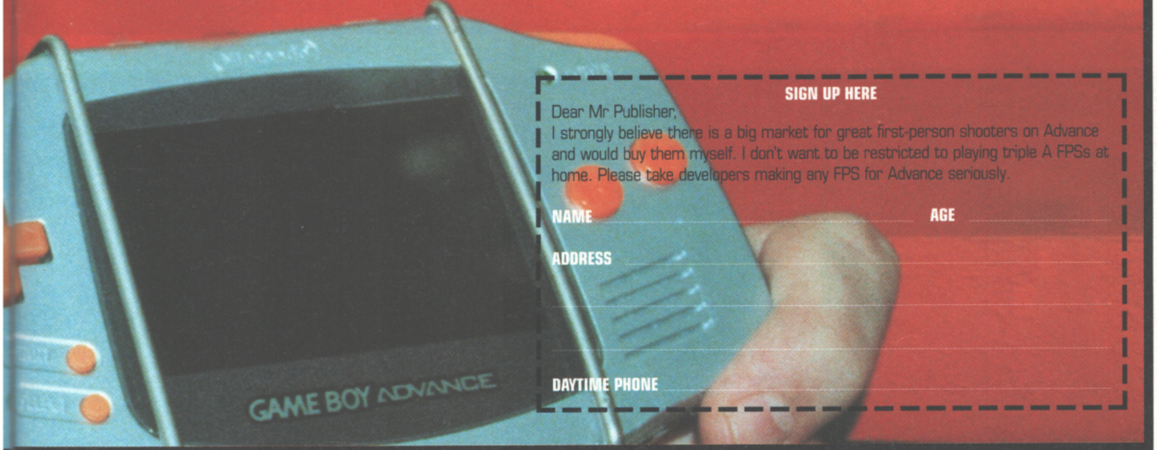
HALF-LIFE: DC's done it - and very well. So why not a cut-back Advance version?



UNREAL TOURNAMENT: Imagine the carnage of Assault mode on handheld

CVG RECKONS

We're as excited as everyone else about the titles we've already seen for Advance, but we want more. And now we know it's possible. So join our campaign to give Advance some rocking first-person titles. You know it makes sense.



SIGN UP HERE

Dear Mr Publisher,
I strongly believe there is a big market for great first-person shooters on Advance and would buy them myself. I don't want to be restricted to playing triple A FPSs at home. Please take developers making any FPS for Advance seriously.

NAME .... **AGE** ....

ADDRESS ....

DAYTIME PHONE ....

PLANET CVG

■ Game Boy Color
Ultimate fist-fest *UFC* is on its way to Game Boy Color. If it keeps just a little of the amazing Dreamcast's version brutal realism, then it should be awesome. No release date yet, but keep your eyes on our handheld reviews section.

■ PS2/DC
Infogrames have delayed the PS2 version of classic PC shooter *Unreal Tournie* until the first half of next year, possibly to sort out any online elements in the game. Better news though is that a Dreamcast version is in the works.

■ GAMECUBE
Capcom have announced that all their major brands will be appearing on the GAMECUBE, so you can expect *Street Fighter, Mega Man, Dino Crisis* and many more.

■ Dreamcast
Reports of the Dreamcast's demise seem to be premature. On its second week on sale, *Virtua Tennis* smashed its way to the top of the all formats charts, outselling its nearest PlayStation rival by almost 1000 copies.

■ PlayStation 2
Sony have confirmed that *F1 2001* for the PS2 has slipped from its original November 24th release to sometime early next year.

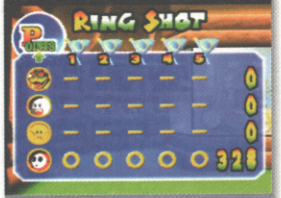
■ Dreamcast
How about this for a deal: distributors are offering shops the chance to sell a Dreamcast and a DVD player together for £299, the same price as PS2. Now there's something worth thinking about.

■ PlayStation 2
Codemasters may have ditched the DC version of Colin McRae Rally 2 but they've started talking about a PlayStation 2 version that has just entered development. Be excited. Be very excited.

■ Wonderswan
Bandai have finally announced that they will be releasing the Wonderswan handheld console in America, so hopefully this may herald a European release as well soon.

■ PlayStation 2
The UK version of *Tekken Tag* will have full-screen anti-aliasing. For fight fans in the audience, that means Namco's graphics should be second to none. Unfortunately, no 60Hz option has been included, so the game will run slower than the Japanese/US code. Worse news surrounds the UK launch of *Ridge Racer V*. The title has not been optimised for PAL machines. No 60Hz option has been included, so the game will appear in a letterbox on the screen, run slower than the NTSC original, and with no anti-aliasing. Yikes!

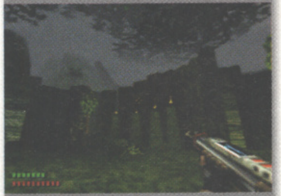
ARE YOU THE MAN?



MARIO TENNIS

It's a real close contest between *Mario* and *Virtua Tennis*, but we at The Masters have a soft spot for *Mario Tennis* for its sheer playability and fun characters. And just to prove how wicked we are at it, here's a pic of our high score in Ring Mode, points mini-game. Beat dat!

TIP There's nothing more important than the golden rule of tennis - keep your eye on the ball at all times. Also, when the lob rings appear, get rid of them as quickly as possible, as they hamper your view of the ball as it is launched from your opposition's racquet.



RIDDLE ME THIS...

What game's this from? Look familiar? It's a gory, edge-of-the-seat experience and, as a clue we'll tell you that you play as an American Indian who's being hassled by scary monsters. See below for the full answer.

***Turok 3*. One stage is an updated version of one of the original *Turok* levels, so don't be surprised if you know where all the items are.**

DON'T BURN MONEY ONLINE

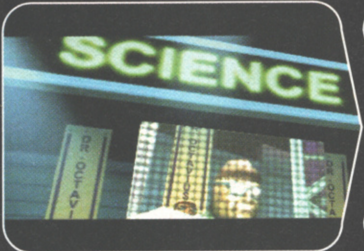
OUR GUIDE TO THE BEST DEALS FOR GOING ONLINE

WORDS **TANYA KREISKY** PICS **KENNY P**

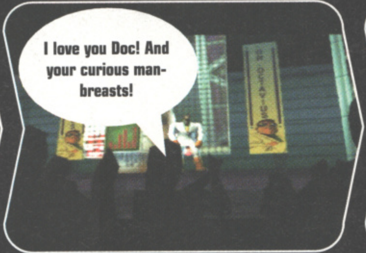
WHEN YOU'RE

WHEN YOU'RE playing online, the last thing you want to be worrying about is the phone bill. And you don't want your plans for world domination halted by a laughably slow Net connection. There seem to be loads of ways to get online now, but which one will suit you best if gaming's top of your agenda?

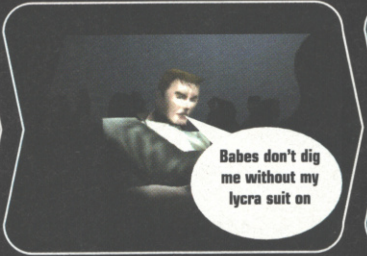
SPIDER-MAN: *HERE'S WHAT WE RECKON'S REALLY GOING ON IN THAT INTRO*



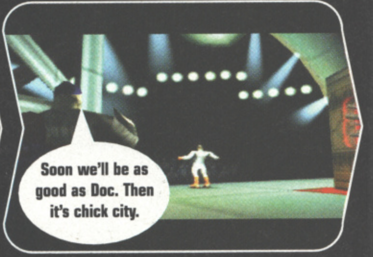
Bognor's "Science of Dance" Expo hits a thrilling climax with past champ Doc Octavius' routine



Octavius gives it all he's got and pulls off a combo of stunning break beat moves

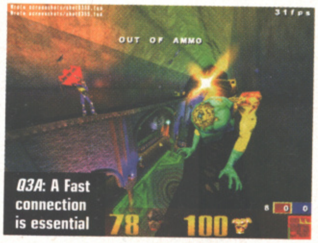


Peter Parker watches on, envious of the Doc's crazy skills and their effects on women



Octavius' gyrating hips are world-renowned. Admiring students watch him from backstage

1 PAID-FOR ACCESS



Q3A: A Fast connection is essential

YOU WOT? You pay a fixed rate each month, and your local-rate phone bills on top of that.

HOW DOES IT WORK? All internet access used to work this way. For around £10 a month, companies like AOL, CompuServe and Demon get you onto the internet. But the time you spend online also costs you on your phone bill. But for your money you do get some exclusive stuff on their sites, free technical support any time, and more advanced internet services like the ability to run any instant messaging program. Because you're handing over cash, these companies have plenty to spend on their equipment and can mean a lot faster connections.

THE CRUNCH

Pros: You pay, so you usually get better service, including higher speeds.

Cons: You pay, but only around a tenner a month.

Top speed: Depends on your modem - up to 56K.

2 FREE ACCESS

YOU WOT? There's no monthly fee, but you still have the phone bills to pay

HOW DOES IT WORK? Services like Freeserve, Virgin Net and Cable & Wireless will connect you to the Net for nothing. But the phone bill's still clocking up while you're playing or surfing. A lot of people find free access much slower than the kind you pay for and you may occasionally have trouble logging on at busy times. So if you spend a lot of time connected, it doesn't work out that much cheaper. Plus, you have to pay for technical support.

Net auction: Good to buy games gear

THE CRUNCH

Pros: It's cheap.

Cons: You don't pay, so it's hard to complain when things go wrong or are too slow.

Top speed: Depends on your modem - up to 56K (the standard modem speed with most PCs these days).

3 UNMETERED ACCESS

YOU WOT? You pay a set amount for a month or year, and your calls come free.

Red Alert 2: Best played online

HOW DOES IT WORK? This sounds like a great deal, and it should be. Pay NTL £10 a month, or World Online £14.99 a month, and you can be online, all the time, with no phone bills. Or there's BT Surftime which (currently) costs £5.99 for evenings and weekends. Trouble is, the companies are having a hell of a time trying to get it to work. Plenty of them have waiting lists too, so you might have to queue. Be warned - some of these services ban online gaming (what else did they think we'd do with free time online?) or instant messaging, and some chuck you off the service after a set amount of time, so make sure you find out all the crucial details before handing over your precious money.

THE CRUNCH

Pros: Once you've handed over the fee, there's no more to pay.

Cons: People say the services don't work or are slow, or have been waiting forever to be connected.

Top speed: Depends on your modem - up to 56K.

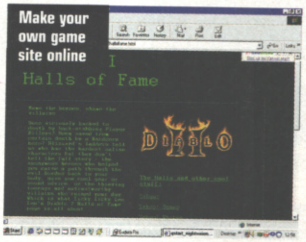
4 ADSL

Diablo2: Means long hours online

YOU WOT? Monthly fee, no phone bills, and you're always connected.

HOW DOES IT WORK? Aha! Now we're talking - high speed access has arrived. Ten times faster than your modem, and always on. It's new, so it's still costly, but once you've had it, you'll never go back. Installing it can be a bit of a nightmare too. If you're paying more than £40 a month on phone bills, check BT's Openworld service out. Problem at the moment is that BT have been planning to launch their service for over a year but have only just got around to starting it in limited areas. They don't even know exactly when some parts of the country will have their telephone exchanges upgraded to handle it, and there's currently a 150 squid installation fee.

THE CRUNCH



Make your own game site online

Pros: It's faster than a fast thing. No more phone bill hassles.

Cons: It's not cheap; you might not be able to get it where you live (maybe ever); hassle to install. Available when BT feel like it.

Top speed: It could go 8Mb, but BT's service is currently limited to 500K.

5 CABLE MODEM

YOU WOT? Pay for it every month along with cable TV and a phone.

HOW DOES IT WORK? And finally… If there's cable telly in your area, you could get yourself a cable modem. Companies like NTL and Telewest are offering a permanent high-speed connection for a monthly charge of £40-£50 a month and an installation fee. Sounds pricey, but you can get good deals if you're buying cable TV and phone too. If you get on now, you'll be faster than anyone you know, but the more people subscribing in your area, the slower the speeds.

THE CRUNCH

Pros: Always on; always fast; no phone bill.

Cons: Costs a bit to set up.

Top speed: A pant-wetting 30Mb at best, 512K at worst.

PLANET CVG

■ **PlayStation 2**
Wannabe Fat Boy Slims will be elated to hear that a Codemasters *Music* game will be available for PS2 soon. Previous versions of the music making package have stormed the PlayStation, so watch for this one to fly.

■ Dreamcast
Apart from an official price cut to £150 (which most shops were selling it for anyway) Sega have announced that *Daytona USA* will be launching for Dreamcast soon.

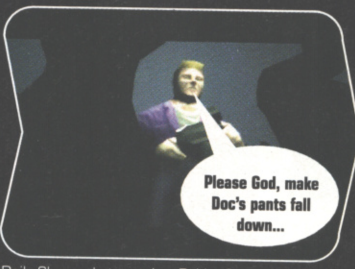
■ **PlayStation**
Epic Square RPG *Final Fantasy 9* has seen it's European launch date slip. Sources within Square claim that the game may even slip until next year. Reasons for the delay include the massive job of translating everything into English and other European languages.

■ PlayStation 2
Tennis is back in fashion it seems. After the success of *Virtua Tennis* and the near guaranteed success of *Mario Tennis*, Konami have announced a woman's Tennis game for the PS2 featuring the likes of the Williams sisters and hopefully Russian beauty Anna Kournakova.

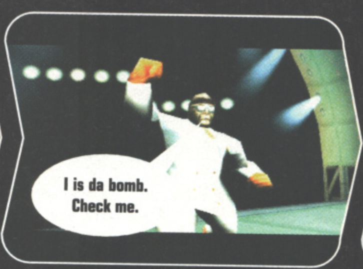
■ **PlayStation 2**
More Tennis. Namco have announced that they will be bringing the *Smash Court* series back to PlayStation with *Smash Court Tennis 3*. No dates yet but the previous two games set the benchmark for others to follow.

■ PC
Oops. After spending shedloads of cash to grab the Gianlucca Vialli licence to endorse their new football management sim, Midas have suffered the embarrassment of seeing their figurehead fired from his job as Chelsea manager for lack of success.

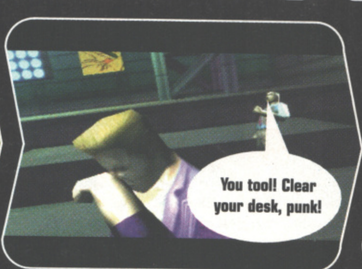
■ **Dreamcast**
Capcom are bringing their horror epic *Resident Evil 3: Nemesis* to the Dreamcast. Expect plenty of survival horror nastiness.


Please God, make Doc's pants fall down...

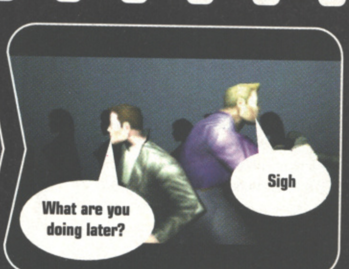
Daily Sleaze photographer Bobby Grubby is at the Expo, waiting for the golden photo opportunity


I is da bomb. Check me.

Doc steals the show and retires to a dressing room filled with bunny girls and pickled eggs


You tool! Clear your desk, punk!

Bobby has missed his killer shot and with it that promotion. His boss' voice rings in his ears

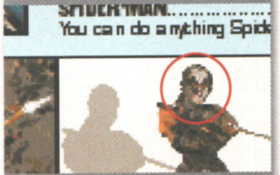

What are you doing later?
Sigh

Peter didn't pull and Bobby lost his shot but there's just time for 'em to dance away their pain

SPOT THE DAN

HE'S YOUR MAN FOR PRIZES

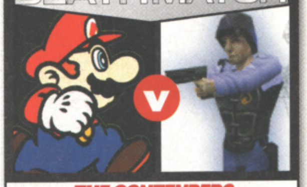
Spot where we've hidden a cut-out of Dan's pug ugly mug and you could win a luuuverly Digimon Version 2. State the page number on a postcard to our usual address marked Spot The Dan 228. Winners will be announced in Win This Lot Now!.



SPIDER-MAN..................
You can do anything Spid

In last issue Dan was on page 5

VIDEOGAME DEATHMATCH



THE CONTENDERS

Paper Mario Vs Barney Calhoun from *Half-Life*

Name	Mario	Barney
Weapons	Mallet	Machine gun
Loves	Mushrooms	His job
Hates	Bowzer	Alien scum

THE FIGHT

Paper-thin Mario is ready to battle but Barney's late for his shift in the ring. As Mario strokes his Mallet in anticipation of the fight, Barney bursts into the arena in his security guard clothes. The crowd goes wild and the fight is on. Mario issues a few warning blows of the vicious paper cut variety. Barney's sore but undamaged and draws his gun. Mario quickly splashes the plumber's aftershave of choice - Old Spice - into Barney's wounds. The security guard howls in pain and rage. Putting his army training into practice, he unloads his gun into Mario's fibre-thin body. It's all over, as Barney wins the match and Mario's turned into papier-mache for the local playgroup.

THE WINNER

Big bad Barney from Blue Watch

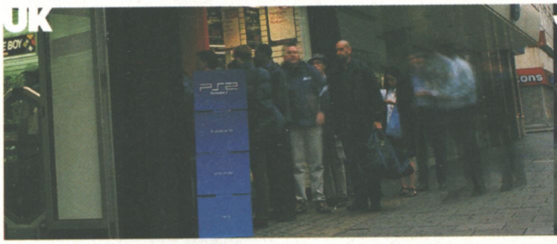
CVG WORD SEARCH

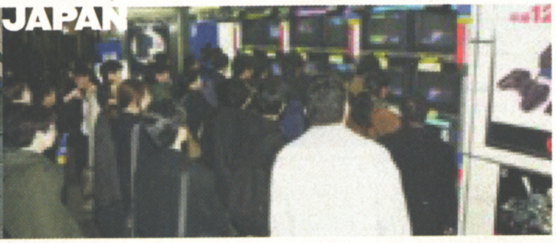
Think you can spot a good game from a mile away? Then you need to pick up a pen and see how many of the hidden games related words you can find below. Words can be horizontal, vertical, diagonal or written right to left. There's no prize here for getting them all, but if you want, see if you can find them all within five minutes. Every time you spot a word that's in the list, mark it by drawing a ring all the way round it. There are 15 gaming words to find. Good luck and happy hunting.

WHAT YOU'RE LOOKING FOR...

SNAP
RUMBLE
TENCHU
STARLANCER
DRIVER
BLAIR WITCH
TUROK
BLEEM
DIGIMON
MR DRILLER
OLYMPIC
TONY HAWK
MASTERS
STAR CUBE
ELITE

A	B	L	E	E	M	A	L	C	U	B	N
M	L	C	R	E	L	L	I	R	D	R	M
A	A	N	E	E	C	P	P	N	R	C	T
G	I	L	O	F	M	D	O	E	U	I	O
B	R	O	H	Y	P	M	C	E	M	X	N
E	W	X	L	E	I	N	Q	L	B	K	Y
R	I	O	C	G	A	U	T	B	L	O	H
F	T	R	I	L	D	R	I	V	E	R	A
P	C	D	R	E	L	I	T	E	K	U	W
A	H	A	M	A	S	T	E	R	S	T	K
N	T	E	N	C	H	U	M	F	L	R	O
S	T	A	R	C	U	B	E	N	A	O	N





BIG, BUT BIGGER IN JAPAN

PRE-ORDER CONFUSION BUT EARLY BIRDS STILL GET THE PS2 WORM

THE PICTURES speak for themselves - UK stores opening early on the official PS2 pre-orders launch day. Dozens of players eager to beat limited stocks and get their name on the list guaranteeing a PS2 before Christmas. All very exciting. But now look at the size of the queues for all things PS2 before and during the launch in Japan earlier this year - now that's what we call serious excitement.

INACCURATE INFO

So why the difference? Maybe UK players couldn't get quite as excited because they wouldn't actually be walking away with a PS2 that morning, or maybe publicity about stock shortages meant players stayed away, believing they wouldn't stand a chance of getting on the list. Or maybe, as a CVG probe on the eve of the pre-order scheme launch found out, they were simply confused about the whole system or didn't need to go because they had ALREADY pre-ordered. Sony claimed their pre-order system was the fairest way to sell PS2s in the UK - fair for the retailers and for players. But we discovered customers were being given inaccurate advice by game shop staff who didn't understand how the scheme works.

PRE PRE-ORDERS

We called the London stores of several major games chains to inquire about pre-ordering a PS2, only to discover some were already operating pre pre-order schemes that opened BEFORE the official pre-order launch of September 7th. Another flagship store claimed Sony would supply them with as many PS2s as they had pre-orders for - in fact Sony sent stores an allocation of pre-order forms, and filling in one of these is the only way to guarantee you'll get a PS2 before Christmas. A third store even claimed they couldn't take pre-orders just for PS2s - customers had to pay cash in advance for a 500 quid package.

SONY SAYS

The confusion is being blamed on poor briefing of shop floor workers by the chains - Sony says it has been keeping the companies informed about the pre-order scheme. What's more, Sony confounded its critics by issuing more pre-order forms than was rumoured - 200,000 in fact. Sony will no doubt hail the scheme a resounding success - as CVG went to press it was predicting that all 200,000 forms would be gone within days of September 7th. Perhaps they will be, but it won't be until November 24th and up to Christmas that any mistakes over pre-orders will start to surface and disgruntled players begin to really moan.

PS2 EARLY BIRDS

Around two dozen players determined to get their PS2 were waiting at 7am when one major central London store opened its doors on September 7th. See below for what they thought of the scheme...

Cecil O'Brien, from Ruislip
"You shouldn't have to go through all this to get one but it's better than having to queue up for hours on the launch day."

Richard Young, from London
"I thought there'd be a lot more people here but I didn't think it would be like in Japan where they were people camped out to get one."

George Wong, from Enfield
"I'd be pretty disappointed if they'd taken pre-orders before today. I'd never shop here again and I'd feel very cheated."

CVG RECKONS

Don't get us wrong. We're very excited about PS2 and want to see this next-gen launch get off to a cracking start. We hope Sony are right about the pre-order scheme being a success - we couldn't bear to see another games company have to explain themselves to Anne Robinson on BBC Watchdog. But if you've had problems pre-ordering, email us at mailbag.cvg.ecm.emap.com

SITES FOR SORE EYES

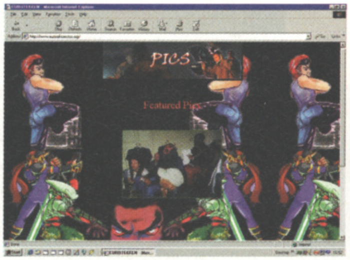
WE DID IT, AND NOW YOU'VE SHOWN US THAT YOU CAN TOO. THE BEST OF CVG READERS' FANSITES ARE RIGHT HERE

WORDS & SCREENSHOTS **LEE SKITTRELL**

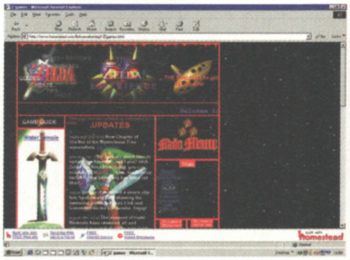
"Dedication...ooh dedication" warbles the Record Breakers theme tune (not that we watch kids TV, oh no, never). Anyway, we don't know about world records, but we do know our readers are all dedicated to games. So it's no surprise the response to our Readers' Fan Sites feature last ish was huge and the overall quality was impressive. So we want to see more. To make it extra special, we'll pick a winner each month. Meanwhile, here's the best so far.

THE SITES

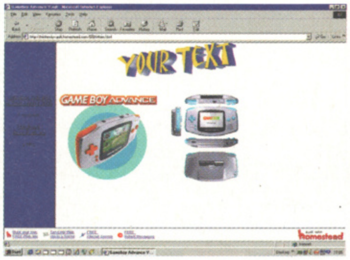
SITE: http://www.eurotekken.tsx.org
Submitted by: Declan Reilly
Tekken site. Loads of content and lovely artwork. Not too *Tekken*-snobby either



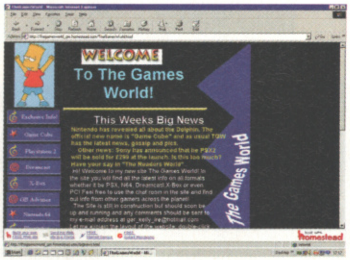
SITE: http://www.homestead.com/linksawakening1/Zgames.html
Submitted by: Peter Hannah
For the complete *Zelda* experience. Worth visiting for awesome remixed *Zelda* tune alone



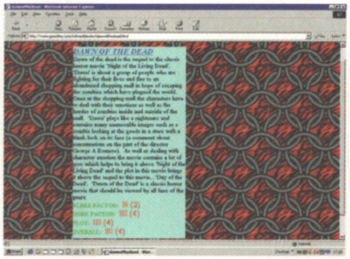
SITE: http://NintendoVault.homestead.com/Main.html
Submitted by: Jamie Hitchmough
Nintendo news. Bang up to date with GAMECUBE info. Obvious passion for games



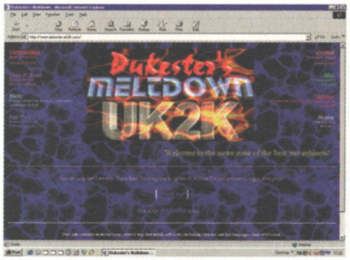
SITE: http://thegamesworld_ger.homestead.com/TheGamesWorld.html
Submitted by: Ger
All formats news site. Up to date and easy on the eyes. Random Simpsons pictures are odd though



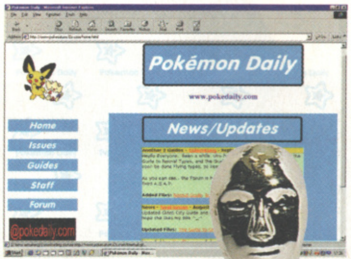
SITE: http://www.eddavies.uk.cf
Submitted by: Ed Davies
Ed's favourite stuff, apparently. Cool content and *Duke 3D* maps. Garish backgrounds drag it down though. Unless you like that sort of thing



SITE: http://www.dukester.uk2k.com
Submitted by: The Dukester
Scary thrash metal and games site. We have to admit though, it's pretty good for music, movies and games



SITE: http://www.pokedaily.com
Submitted by: Andrew Eng
This month's winner, and deservedly so. An awesome site. Clean, clever design and written with true dedication. Pikaaa!



BEST SITES FEATURED EVERY MONTH

Had a peek at these sites and reckon you can do better?

GO ON THEN

So mail us the URL for your website and every month we promise we'll feature the best of the bunch and pick a winner, who'll even receive a prestigious CVG award like the one in our picture (wah-hoo!).

ENTRY CONDITIONS

The only condition is your fansite must be related to videogames. You're free to create it however you like. See how we love you? E-mail entries to lee.skittrell@ecm.emap.com clearly marked "fan sites". Entries for next issue must be with us by November 15th.

computer and video Games

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Computer and Video Games uses
DOLBY SURROUND
to put the roar in *Dino*-saur

emap active

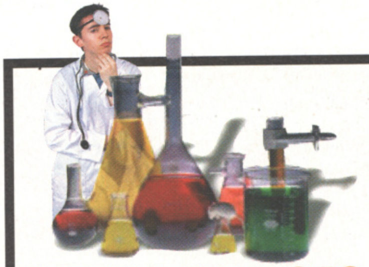
■ GAMECUBE
It's a long way off but already the publishers are coming out of the closet to support Nintendo's new machine. Ubisoft have announced that *Quack Attack* and *Disney's Dinosaur* will both be coming to Nintendo's baby when launched.

■ PlayStation 2
EA have signed up eight top female boxers to appear with the usual complement of heavyweight superstars for *Knockout Kings 2001*. It is believed that Mohamed Ali's daughter is one of the stars.

■ PlayStation 2
Konami have announced that *Silent Hill 2* has entered development for the PS2. Expect more shock tactics and plenty of spooky mist effects, with less emphasis on the action side of things this time around.

■ Dreamcast
Capcom have announced that *Mars Matrix*, their big arcade blaster, is on its way to Dreamcast. It will be out in Japan before Christmas, so expect a UK release early next year.

■ GAMECUBE
***Resident Evil Zero* on the N64 has been ditched by Capcom. But it's being transferred to a GAMECUBE game, with the extra development time taken up by sharper graphics and better gameplay. Wahoo!**



LEE'S LAB TESTS

GAMING ADD-ONS UNDER THE MICROSCOPE

The Prof usually hates Hallowe'en - all those kids banging at his door and poking dog-poo through the letterbox when he doesn't answer. This year, to get in with the kids, he's decided to give Trick or Treaters the mountains of gaming periphs he's amassed through work. Like these little treats...

MASSIVE 8 PAGE MEMORY CARD

For PlayStation **£17.99**

A sleek and sexy blue number for saving masses of data. The Massive 8 card lets you save in 120 blocks - the equivalent to eight standard cards. We crammed our card full of *FFVIII* saves and suffered no loss of data. Cool. ★★★★

TWIN SHOCK ARCADE

For PlayStation **£34.99**

Chunky and definitely funky, this limited edition twin stick lets you recreate the arcade experience in your home. Great for one-on-ones and, with two sticks and a multitap, incredible for four player fun on *Track & Field*. ★★★★

MPXCHANGER

For All formats **£39.99**

Here's another fab reason for getting a PC. Exchange console game saves, cheats and specially designed Game Boy games via the Net. Packed full of features and does everything but make the coffee. ★★★★★

DOUBLE IMPACT PRIMAL PAD

For PlayStation **£19.99**

It's big, but works just fine. The 'Black Ice' finish is tasty too - much nicer than the dull grey and black of official controllers. Good vibration and the analogues are stiffer than usual, but the chunkiness may annoy some. ★★★

GAME HUNTER

For PlatStation **£5.50**

Here's a special box of joy to help you play import games without the hassle of getting your machine chipped. Plug it in the back, attach the spring to fool your PlayStation into thinking the door's closed and away you go. ★★★★

WIN £100

TO SPEND ON WHATEVER YOU WANT

1 Which number sequel is *Tomb Raider* Chronicles?
A Four
B Five
C Six

2 What type of processor does the awesone PlayStation 2 have?
A 128-bit, 300mhz
B 32bit, 33.87mhz
C 128/64bit hybrid

3 How many stars did we score DC first-person shooter *Half-Life*?
A The same as *Mario Tennis*
B Less than *Mario Tennis*
C More than *Mario Tennis*

4 PC role-player *Baldur's Gate 2* is set in the Kingdom of...
A Anm
B Amn
C Ahm, er

5 *Medal of Honour Underground* is set during which war?
A First World War
B Second World War
C Vietnam War

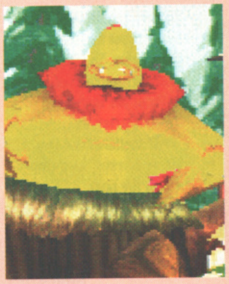
6 Nintendo's Game Boy Advance will be released in the UK by...
A The end of this year
B 2001
C 2002

7 Which console is *WWF No Mercy* coming out on?
A GAME CUBE
B Dreamcast
C N64

8 *Ferrari 355* on Dreamcast allows multiplay of up to...
A Two players
B Three Players
C Four players

9 Who is Mario's arch enemy?
A Wowser
B Bowser
C Luigi

10 Which game is this cool screenshot from?
A Donald Duck Quack Attack
B Duck Dodgers
C Toy Story 2



LAST MONTH'S ANSWERS

Check here to know if you mastered Issue 227's quiz. The winners is only announced in the mag, so please, don't ring us to find out. Thanks.

1/ A This year
2/ B "Because it's easy to make games for."
3/ C *Starlancer*
4/ B The Masters
5/ A Peter Parker
6/ C The same as *Turok 3*
7/ B A miner
8/ C 28-inch
9/ A Rio
10/ B Alien Resurrection

The winner to Issue 226's quiz and one hundred squid is...
Iva Petrovic from London

IT'S EASY TO ENTER

Post to us at: Win Some Money 228, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct entry out of the hat wins. Entries must be in by: November 15, 2000. So hurry up.

1 ....
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NAME: .... AGE: .....
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MIDWAY

Sometimes being the best
means having to spend
a whole lot on Afro Sheen.

Uh huh. That's right. The King of the Ring, Afro Thunder, returns with more style, moves, taunts and punishing soul. Plus a spectrum of new features await like 13 outrageous new boxers including 5 special characters and 10 returning contenders. It's intense, over-the-top boxing action. Come on. I know you feel it now. Let's Get Ready To Rumble®.

READY 2 RUMBLE™ BOXING ROUND 2

Train with Mini Games

New Ring-Clearing Rumble Flurries

New Taunts, Combos and Animations

23 Outrageous Boxing Personalities

Sharper Single Player Boxing

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*Screen shots taken from PlayStation 2

PlayStation 2

Dreamcast.

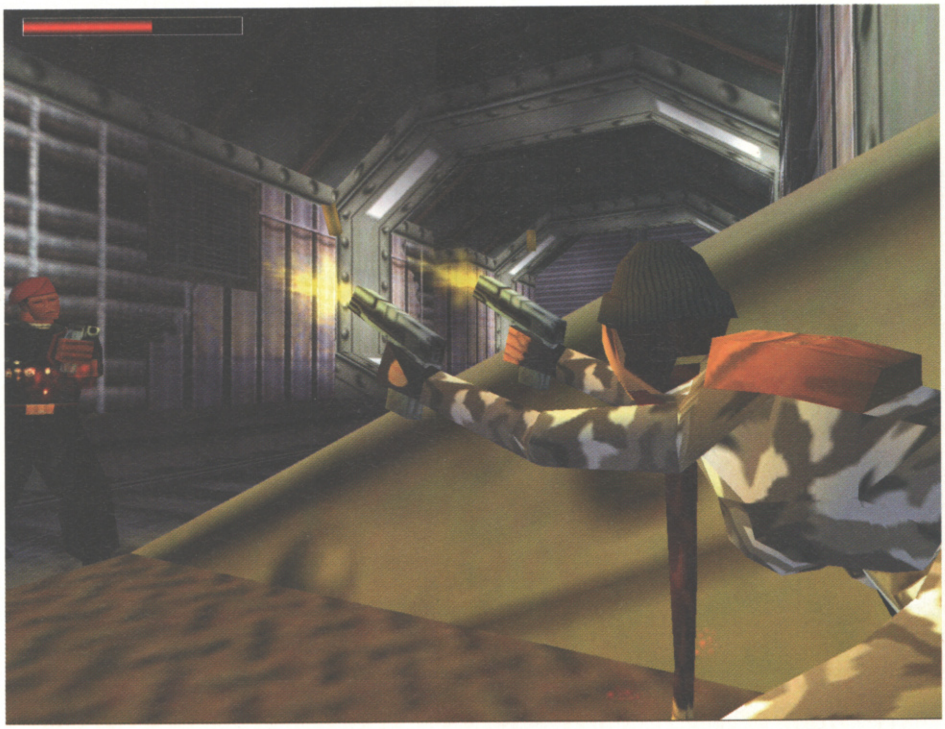
IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY

THE NAKED TRUTH ABOUT LARA

GAMING'S SEXIEST CYBER-GODDESS IS DEAD?! WHAT THE HELL IS GOING ON IN THE NEW *TOMB RAIDER*? LARA BARES ALL (WELL, ALMOST ALL) TO CVG

WORDS**LES ELLIS** SCREENSHOTS**EIDOS**



TOMB RAIDER CHRONICLES

*OUT***NOVEMBER***FORMAT***PC, DC, PS**

She's dead? She's *really* dead? After *Revelations*' cliffhanger ending, when *Chronicles* code swung into our office wearing nowt but a skimpy envelope and a tight CD case, we couldn't wait to rip it all off, bang Lara into our PlayStation and get to the bottom of the mystery. But we only had a few hours of play before CVG went to press and weren't even close to finishing it. So is she dead? Yes. Well, no. Well, yes and no. *Chronicles* plays out as a series of flashback adventures remembered by pals, so you *do* play as her, but she's already dead. We've not yet got far enough to see if she turns up alive at the end, but we can tell you the Lara death mystery is not the only surprise developers Core have up their sleeves...

RIP LARA

Let's start with the issue of Lara's demise. The game takes you by surprise by kicking off at a memorial service for Ms Croft who went missing at the end of her last action-packed adventure. So while she's presumed dead, Jean Yves and Father Dunstan are sitting around her house reminiscing about her adventures (and tucking into her wine cellar no doubt). Each of these flashbacks turns into an adventure – meaning you get four very different Lara Croft outings for your money this time around.

TIME TRAVELS

The first adventure is in Rome, where Lara makes her way through the glorious 3D city generally learning what does what, with guest appearances from Larson and Pierre from the original *Tomb Raider* game all those years ago. The art guys have really gone to town in Rome, recreating the detail-rich architecture in all its glory. It may not be quite as spot-on as *Metropolis Street Racer* for accuracy, but it's just as pleasing to the eye. From there it's onto a U-Boat for an adventure like something out of the X-Files. It's all very dark and sinister, but not as sinister as the way they've hidden Lara's luscious curves in an arctic costume. Bah! Fear not though, because from here you go back in time once more to when Lara was 16 in a Famous Five-style adventure on a spooky island. It all rounds off with the final episode in a hi-tech tower block. Think *Perfect Dark* with Lara Croft and you're getting warm – complete with Lara in a saucy black catsuit using stealth to complete tasks.

IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY

LARA'S NEW CLOTHES

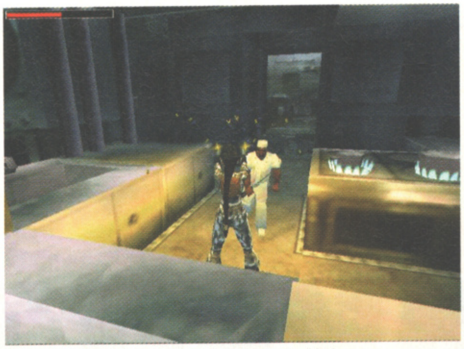
There's been some grumbling that the *Tomb Raider* series hasn't moved on appreciably since the first one. Fair point, maybe, but when someone buys a *Tomb* game they generally want the same mix of atmospheric exploration, death-defying platform action and mammoth puzzle-busting that made the first one such a blockbuster success. And so - more or less - that's what you get here too. In *Chronicles*, though, there is the noticeable addition of stealth to the tried-and-tested formula. After seeing it work so well in *Metal Gear Solid* and the *Syphon Filter* games, Core have decided to make Lara one sneaky babe.

BASEBALL BAT BABE

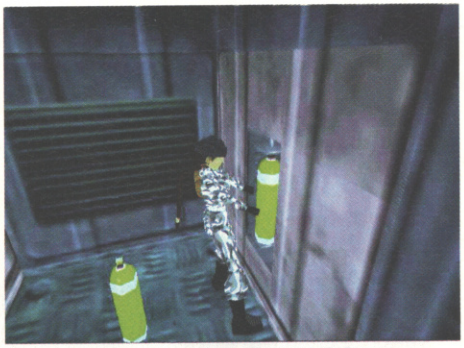
She can now creep around and use either chloroform or the subtle option of a baseball bat to render people who get in her way unconscious. Ropes also play a bigger part in the game. *Revelations* let you swing on them or climb them. *Chronicles* goes one step further and lets you walk across them like a circus performer. You have to use the D-Pad to keep Lara steady as she tightrope walks – usually with a huge drop or bed of spikes underneath to kill her should she make any mistakes. Core are banking on these features and the new approach to the level design to satisfy all Lara's fans out there. So what else has happened in the 12 months since Lara last graced our TVs? The game engine has been modified to give the graphics a bit of a workout in the good looks gym. And unlike engine modifications that have happened before, you will notice the differences – especially in close-up shots of the characters. The gameplay has been tidied up as well to try and give a smoother playing experience.

MS CROFT GOES ALL PC

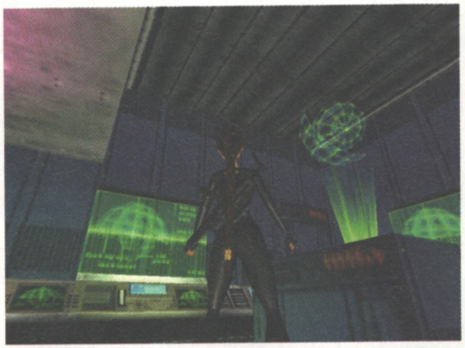
After seeing the success that *Doom* and *Quake* achieved by releasing a level editor, Core are following suit, allowing PC owners to design their own *Tomb Raider* levels. These can then be submitted to a website for others to download and play on. Bearing in mind when *Quake* did it you saw maps as varied as Doctor Who, Mario Castle and Matrix levels, the only limit is players' imagination. If it's done properly and the Net community runs with it, this could bring a whole new lease of life to *Chronicles* even after you've finished the main game. We like.



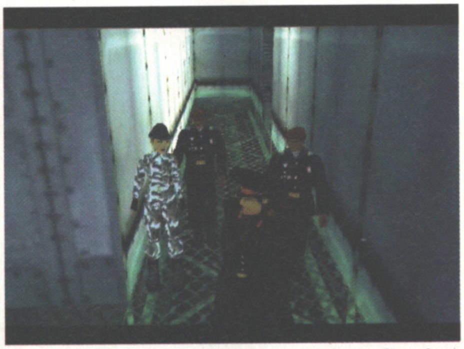
Nice to see Lara where she should be, in the kitchen



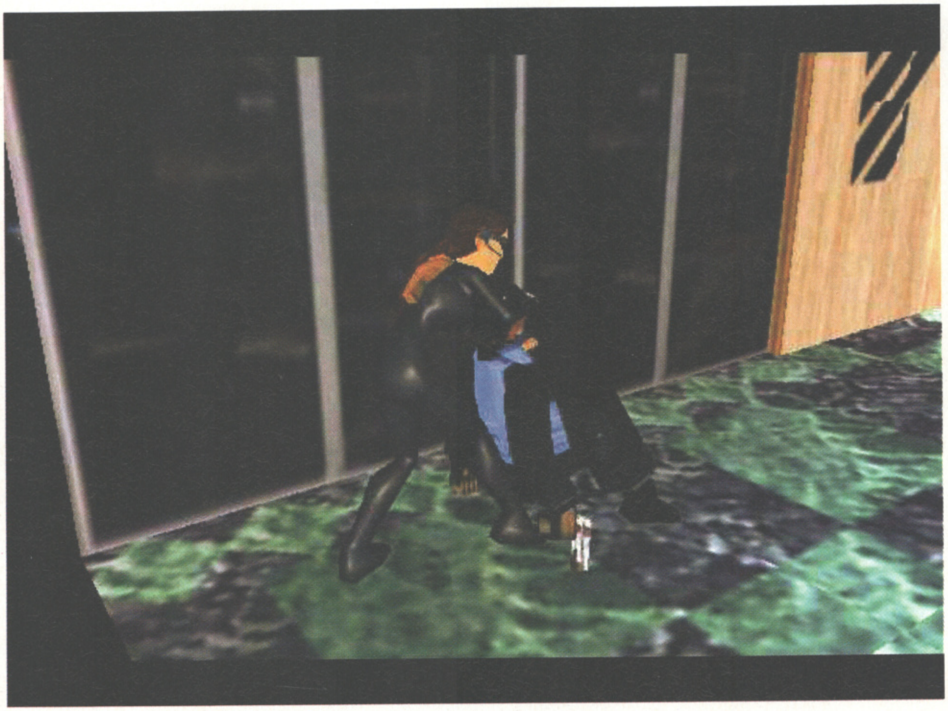
Lara hated replacing the cylinder in the giant Soda Stream



Lara, in her black catsuit, uncovers the plans for a new Death Star



See how good the camoflage outfit is, these Russians can't see her

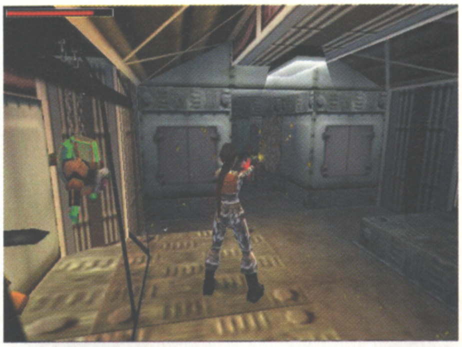


LARA'S DREAM DATE

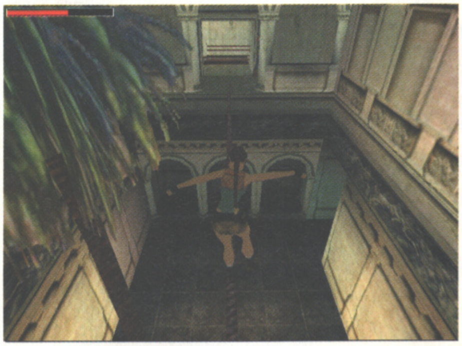
Despite the near disastrous effort that was *Tomb Raider* on the Dreamcast, which sold less than 30,000 copies in its first six months, Core are going to release a version for Sega's box. But this time they won't be doing just another lame conversion of a PlayStation game – they're promising to really push the DC's power. We haven't seen anything yet, but we're told they're using a much faster version of the engine than last time, making *Chronicles* smoother, while a new lighting system makes everything look more like a Dreamcast game than a conversion from an inferior machine. Atmosphere is created by the use of moody shadows – perfect for big scares when something jumps out at you – while a new rendering engine tweaks the 3D to the max. Core are also promising that Lara herself will be the best looking one yet. The overall result should be the DC's first true *Tomb Raider* experience and could do a lot for the platform's popularity.

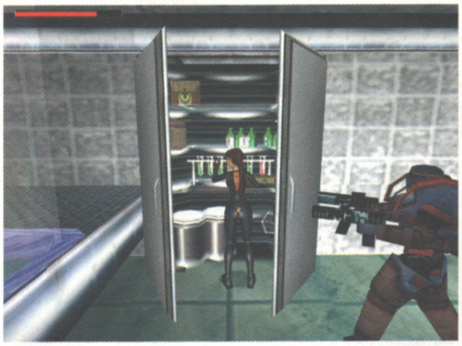
CAN'T WAIT FOR CHRISTMAS

Releasing a *Tomb Raider* game in time to fill Santa's sack has never done Core's sales any harm, regardless of how good the game is, and this one will sell like stink, no matter what anyone says. Lara's last PS1 outing really ought to be an adventure to remember and is certainly shaping up to be just that if you're a Lara virgin. But for those of us that are familiar with Lara's every nook and cranny, it remains to be seen if there's quite enough new here to hold our attention. The new features are all looking good, but if you've played four *Tomb Raider*s already, it's gonna take something special to keep you hooked to the end. So we'll reserve full and final judgement till our review. Meanwhile, if you're still chewing over the Lara death mystery, here's some food for thought: there's a new PS2 *Raider* planned for next year, which means she can't really be dead. Surprised? No, we weren't either.

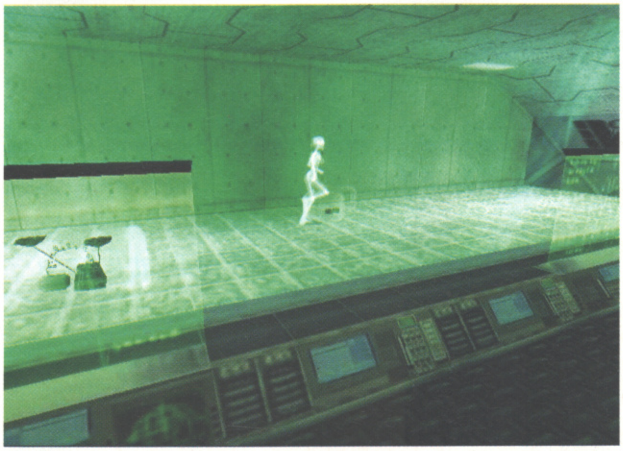


Lara didn't believe in just turning her alarm clock off in the morning





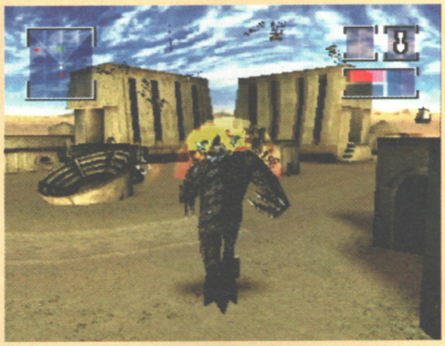
A bad time to get an attack of the munchies Lara



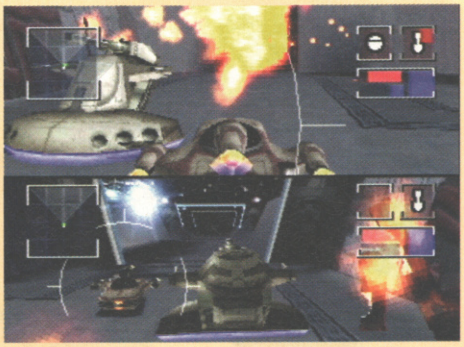
CVG RECKONS

Despite the great new gadgets and gimmicks, our rehashed games sniffer dog is looking a little twitchy. Come on Core, prove us wrong.

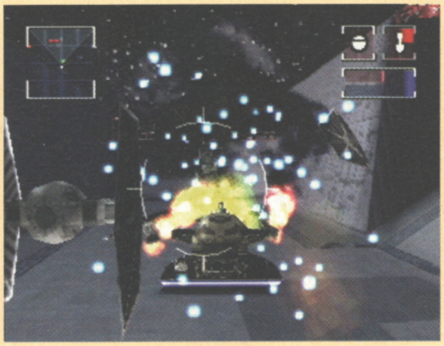
END



All hell breaks loose on the dusty streets of Mos Eisley. Oh yeah



It's in two-player mode that the carnage really comes to life

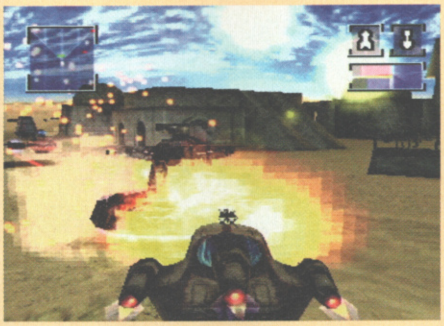


On the surface of the Death Star, Jabba's gladiators do battle

JABBA'S SMASH AND GRAB

FANCY WORKING FOR JABBA THE HUT? THE GOLD BIKINI IS OPTIONAL...

WORDS**MAURA SUTTON** SCREENSHOTS**ACTIVISION**



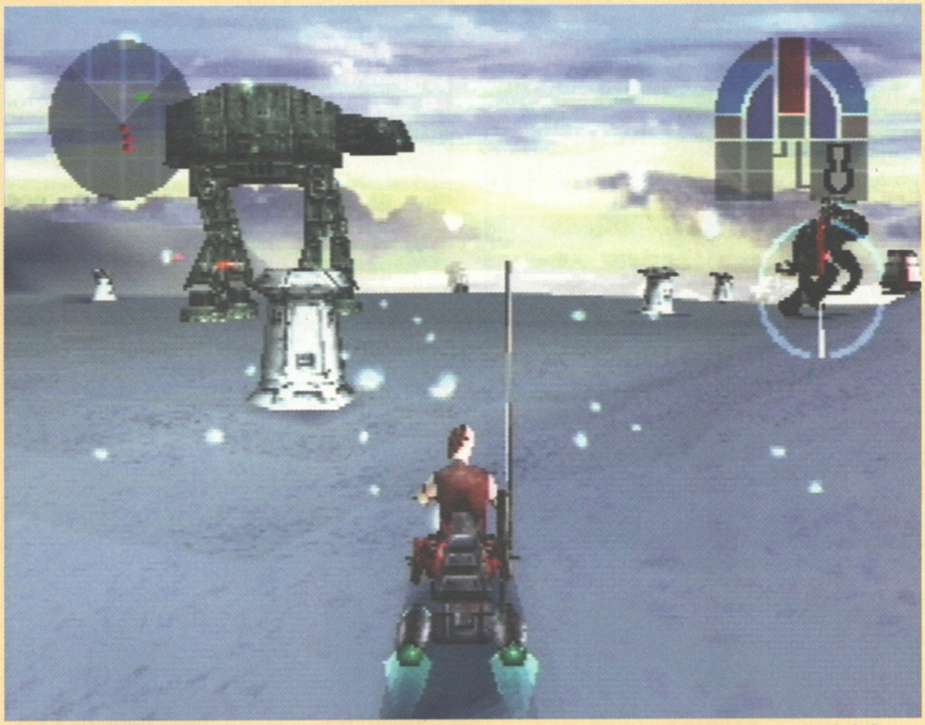
STAR WARS DEMOLITION

*OUT***NOVEMBER** *FORMAT***PS**

Star Wars games have covered virtually every genre over the years. We've had blast 'em ups, racing games, strategy games and adventure games. Practically all that's left to be released is a Star Wars dancing game where assorted wookies and ewoks teach you how to samba and Darth Vader leads a line-dancing session for his stormtroopers. In an effort to squeeze that last drop of originality out of the Star Wars cash cow, Lucas Arts now bring you *Destruction Derby*, Star Wars style.

BE JABBA'S BITCH

Star Wars Demolition revolves around a betting syndicate run by that slimy but loveable dung heap Jabba the Hutt. The hugely evil one loves to watch desperate space scum bash seven shades out of each other and has decided to arrange deathmatch races in a variety of locations such as Naboo, Mos Eisley and the Death Star. You play one of these futuristic gladiators and choose from ten different craft taken from all four of the Star Wars movies. If you still get all misty eyed about Star Wars 1, you can take a spin in an updated Land Speeder, or there are nine other modes of transport to choose from, ranging from big, hairy monsters to spindly-legged armoured vehicles. And at the helm are a limited cast of characters including newcomer Wade Vox, and bounty hunters Boba Fett and Aurra Sing from the movies. All of them have special weapons such as Mr Fett's charmingly deadly Disintegrator.



The Empire Bikes Attack. The arena is Hoth this time, but quite frankly we don't fancy this guy's chances against those great big At-Ats

GRAB A MATE

You can play *Demolition* against computer opponents in single player, but it's best played with a mate so that you can see the anguished look on their face as you reduce their craft to smouldering shards of titanium. You have complete freedom to roam around the vast playing areas (all of them recreated from scenes in the movies) looking for power-ups as well as remorselessly gunning for your opponent. Think *Vigilante 8* but in outer space. Having to destroy your opponent's shields before causing any damage can get tiring and we would like to see more severe battle scars appearing on the enemy craft. We like big bangs for our bucks. But there's time for some of these quibbles to be ironed out before release.

CVG RECKONS

For Star Wars nuts it'll be a pleasure to bash their heroes to bits, but nothing looks new in the gameplay. Let's hope for more before release.

56266

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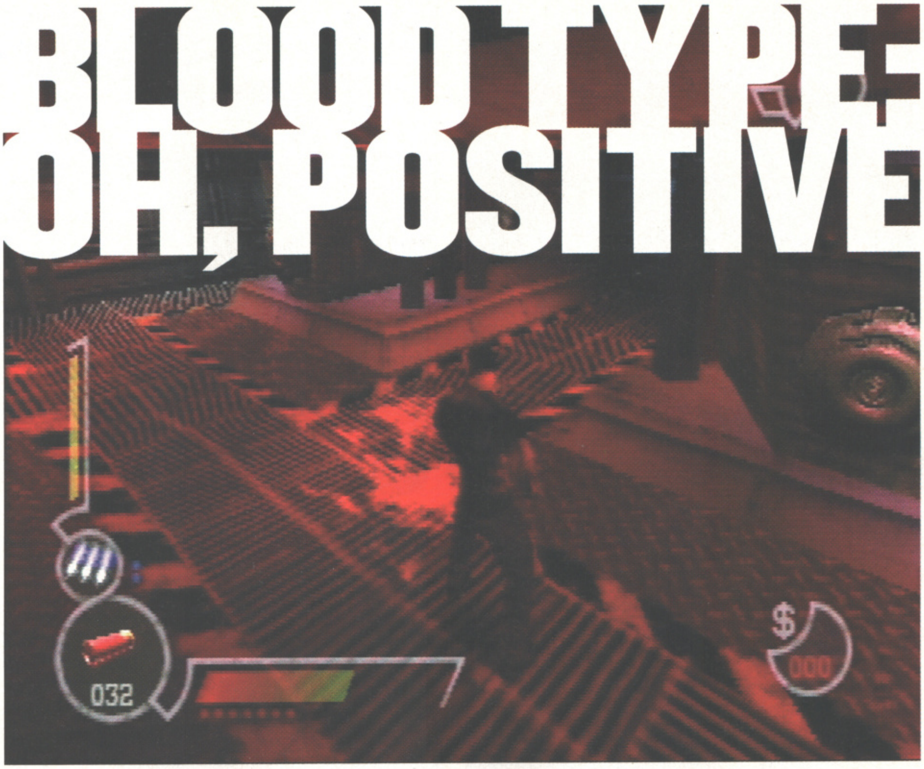
BLOOD TYPE: OH, POSITIVE



THE GAME OF THE FILM OF THE COMIC BOOK

WORDS **MAURA SUTTON** SCREENSHOTS **ACTIVISION**

BLADE

OUT **NOVEMBER** FORMAT **PS**

Those of you who managed to get through the excellent Wesley Snipes movie Blade without throwing up at the wickedly inventive and OTT gore will remember that it featured a brooding vampire hunter who was himself half man, half vampire. *Blade* the game features the same charismatic vamp hunter patrolling the same darkly compelling universe. Oh, Goody.

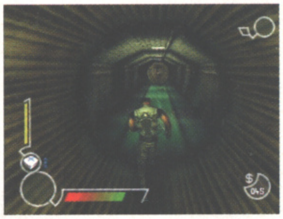
SIMPLE BUT DEADLY

While there is some basic puzzling in *Blade*, the emphasis is firmly on good old-fashioned action. You run, you hunt, you get ambushed, you shoot, punch and kick. Movement is as fluid and smooth as you'd expect from the *Quake 2* PlayStation engine makers. It all reminded us of the rather tasty *Urban Chaos* – mainly because the Blade character boasts roundkickin' martial arts skills as well as some very impressive and satisfyingly destructive weapons. The targeting method is effortless and easy to pick up and the inventory system equally user-friendly.

GORY STORY

The plot pans out over 22 different environments that reflect the urban gothic thrills and chills of the movie. It starts off with Blade attempting to quell rival vampire gangs and festers into something much more dark and deadly. On the level we played, Blade explored a dirty warehouse area full of graffiti and dead guys. Well, the guys were dead when we finished with them anyway. Boom, bang, goodnight Mr Vamp. We didn't see anything to really frighten us, but we did see huge pools of blood and splatty 'critical kill' headshots that fill us with hope that they won't shy away from the graphic nature of the movie.

Most of the locations are as dark and dingey as you'd expect from the film



The visuals rush past like greased lightning with hardly a stutter

TRANS SHIP Co.
045

The action rolls thick and fast and hacking vamps is most satisfying

CVG RECKONS

Vampires usually mean survival horror or RPG, but Blade *is aiming for the action jugular. Movie tie-ins can be hit or miss, but this looks to have the right stuff pumping through its veins.*

END

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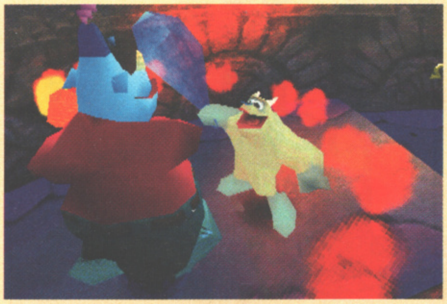
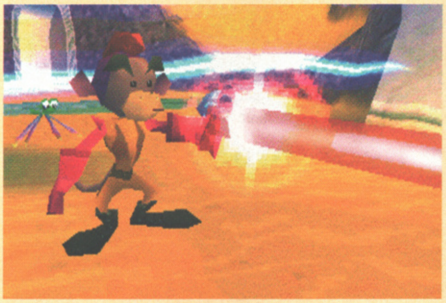
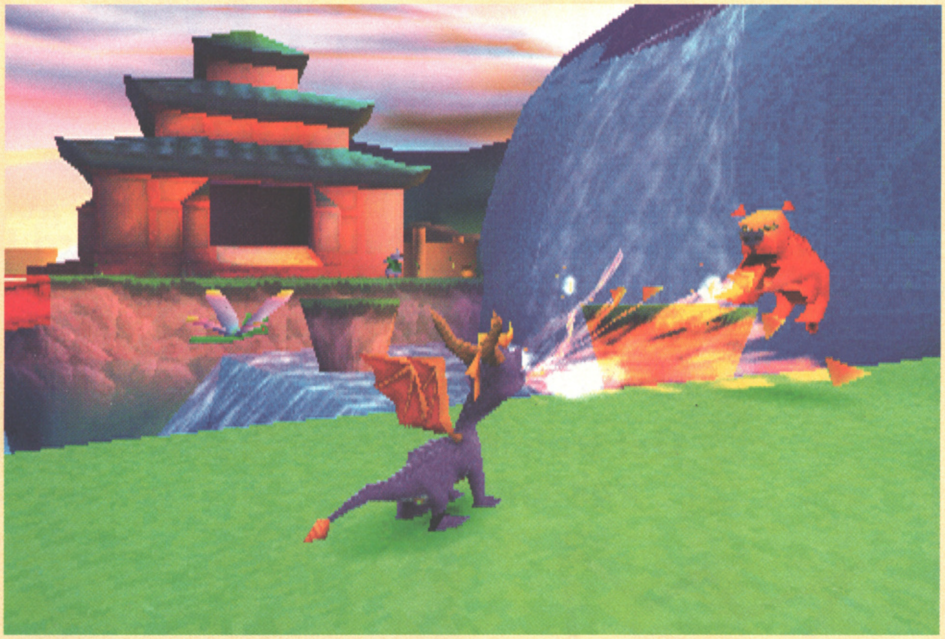


The furry white guy is Bentley – you'll get to control him



This little chimp dude with the ray-gun is on your side too



Much the same as ever, Spyro's flame attack is a sure-fire method of toasting most of the annoying critters you'll come across on your way

"LOOKS MINT BUT TASTES LIKE TREACLE"

THIS DRAGON'S CUTE AS CANDY. HOPE YOU'VE GOT A SWEET TOOTH

WORDS & SCREENSHOTS **STEVE O**

SPYRO: YEAR OF THE DRAGON

OUT ***NOVEMBER*** *FORMAT* ***PLAYSTATION***

Dragons are fearsome beasts of legend with armour that can repel the keenest of blades, jaws that can tear an elephant in two and fiery breath more deadly than a napalm canister (or even Dan after a night out). At least they should be. Our scaly friend Spyro, on the other hand, is a diddy little purple fella' with big doe eyes, a pot belly and a line in cuteness the Telletubies would commit murder for. Where he went wrong, we'll never know.

ROUND THREE

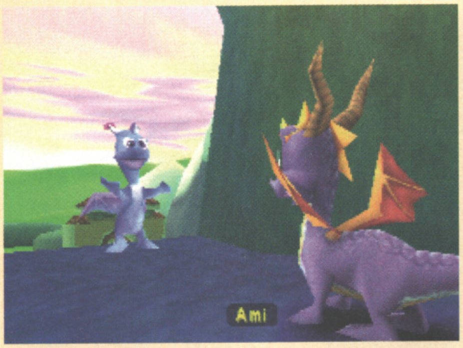
Spyro has already saved the world twice and he's back in his toughest challenge yet against an evil sorceress, who has stolen all the world's Dragon eggs to summon a horrific planet-eating creature. That's the bad news. The good news is this time Spyro (and his butterfly-munching, joined-at-the-hip chum Sparx) are not alone – you get to control other characters with names like Sheila the Kangeroo, Bentley the Strongman and Agent 9 the Space Monkey. Each character has its own special skills: the Kangeroo dude leaps around the place delivering kicks to the goolies with the power of a jackhammer, while the big furry yeti bloke called Bently carries a club bigger than Man Utd to pummel his enemies with.

POCKET MONSTERS

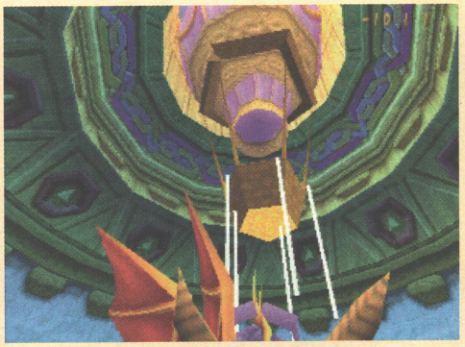
Another new feature designed to pump the sweetness factor to the Nth degree is the litter of Dragon eggs that are the focus of your quest. There are around 100 of these babies (*er, pre-babies, surely? – ed*) to rescue. Collecting them is vital not only to thwart the evil sorceress but also to open up doors and gates along the way. Apart from this functional use, though, inside each egg is a different Dragon-puppy complete with its own name, features and personality. *Pokémon* alert! The designers clearly hope to inject a bit of the old "gotta catch 'em all" factor into the egg collecting. Call it bandwagon jumping, call it an inspired feature – one thing's for certain, you couldn't have added any more sickly sweetness to this game if you'd hooked up a fire hose to a lake of treacle, shoved the nozzle in your PlayStation and left the tap on overnight.

GET STUCK IN

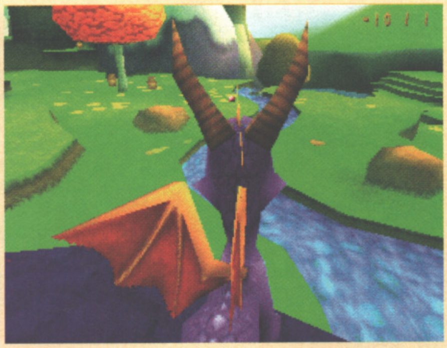
What's looking particularly tasty here is the sheer size and variation of gameplay on offer. There are nigh on 40 levels to explore, the various characters to control and enough minigames to keep everyone happy. Along the way the purple lizard gets to try his hand at boxing, skateboarding and submarining (again). All this is brought to life in the trademark cartoon style visuals we've come to expect and you can definitely see improvements over *YOTD*'s already sharp-looking predecessors. They couldn't have made the locations more sweeping and detailed on the good old PS1, so expect any more games in the series to be on another platform.



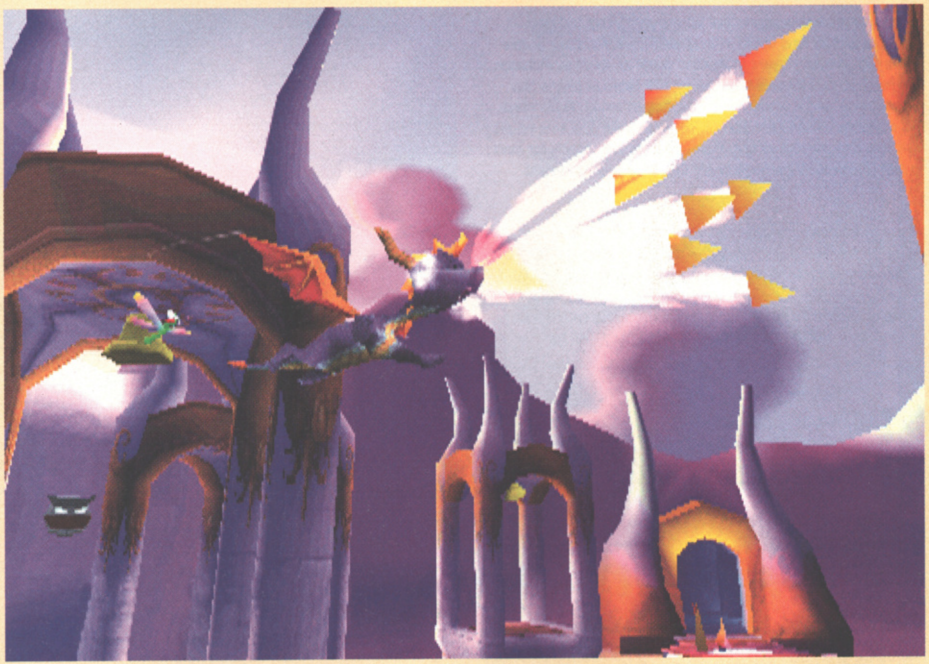
Each Dragon egg reveals a different cute critter inside



For the humble PS1, some of the backdrops are pretty stunning



You can use first-person view to get a handle on your situation too



The little Dragonfly geezer that follows you everywhere is Sparx, a leftover from earlier games. He picks stuff up for you, bless him

A DRAGON CAN'T CHANGE ITS SPOTS

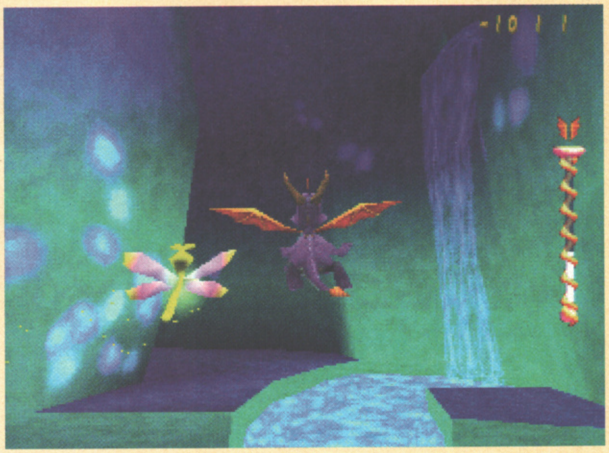
Despite the tweaks, this latest *Spyro* outing is on course to be more or less the same animal as ever. Much of the gameplay still revolves around collecting gems and exchanging them with Mr Moneybags for increased abilities or passage to the next area. If your pleasure circuits weren't activated by the first games, it's unlikely this'll do much to change your opinion unless there's a major overhaul before release (about as likely as Dan remembering to buy some Listerine before a night out). The out-and-out cuteness factor will stick in some people's throats like a vomit-inducing fish bone, but for existing *Spyro* fans it looks set to deliver more of the tried and tested fun-filled formula.

CVG RECKONS

This latest update looks mint but tastes like treacle.

END

Collect tons of gubbins much like before



Certain power-ups let the titchy fat lizard fly for a short period, which can be vital

SILVER THRILLS, GOLDEN GAMEPLAY

IT'S BACK, AND SO MUCH BETTER IT HURTS

WORDS**LEE SKITTRELL**
SCREENSHOTS**NINTENDO**

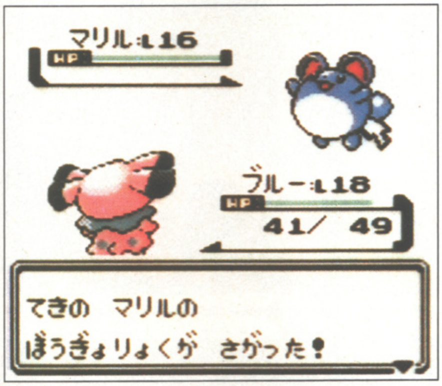
POKEMON GOLD/POKEMON SILVER

OUT**EASTER 2001**FORMAT**GAME BOY COLOR**

Forget your funny headsets and 3D worlds, virtual reality is happening right now in the palm of your hand. No other games have transported players to another world as much as *Pokémon*. So much so that gamers can rack up 150 hours of play in this hypnotising virtual world without batting an eyelid. Ash's quest to complete his Pokédex doesn't fall much short of a new religion for fans and you can be sure Poké-disciples are praying for next year's *Gold* and *Silver* editions for GBC to arrive. Hallelujah!

I WANNA BE THE VERY BEST

After the disappointing identikit *Special Pikachu Edition*, our main concern over *Gold* and *Silver* was over-similarity. But we're happy to report that both of them will be every bit as essential as *Red* and *Blue*. The new adventure is set in an all-new Pokémon world and features 100 new beasts to catch, train and trade. All your old favourites pop-up to say, "Hi" too.


マリル:L16
ブルー:L18
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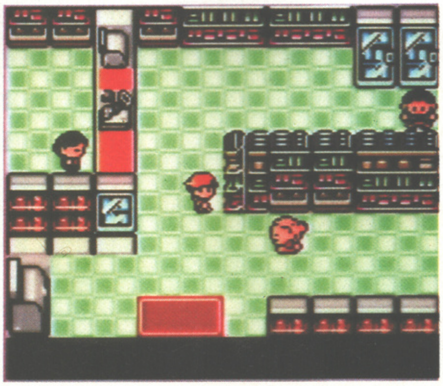
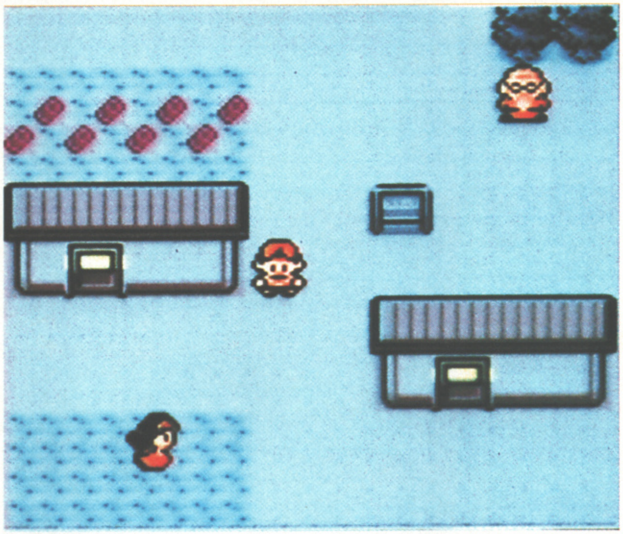
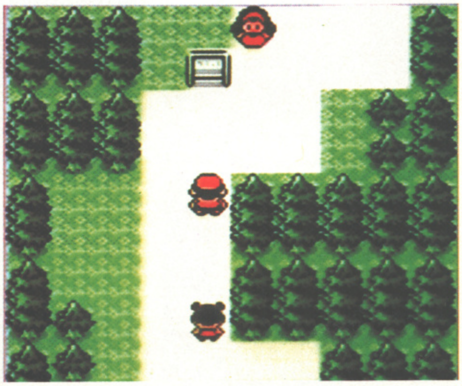
てきの マリルの
ぼうぎょりょくが さがった！

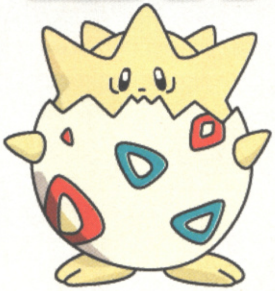

The enhanced visuals are just one of the many improvements

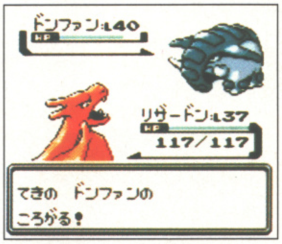

Night-time challenges await in *Gold* and *Silver* so you can catch those nocturnal Pokémon

OOH! YOU'RE MY BEST FRIEND!

At the start of the game you're asked to set the date and time, then you're off to visit Professor Elm, who has an errand for you. Nothing new there then. But play for a while and you'll soon notice the changes. *Gold* and *Silver* run in real-time so as the clock ticks in the game, you'll see night and day, along with the passing of the seasons. Some critters can only be caught at certain times. Your initial choice of Pokémon this time around consists of Totodile (a watery reptilian), Cyndaquil (a fiery birdy), and Chikorita (a beautiful veggie monster). The thrill of seeing these brand new Pokémon for the first time is enough to make you cry "Pikaaaa!"


There'll be over 100 new Pokémon to catch, trade and fight




ドンファン:L40
リザードン:L37
117/117
てきの ドンファンの
ころがる！

These two are tough as old boots

YOU TEACH ME AND I'LL TEACH YOU

The best new addition is the PokéGear. This kit comprises a map, a mobile phone and a mini-radio. You can phone the characters you meet for help, while hints and clues are passed on via the radio. Superb when you're stuck and desperate to catch some more critters. Battles are a little faster and a handy bar beneath your HP tells you how far your Pokémon is until level-up. It's the little touches that make these such a joy to play, not to mention a big improvement over previous editions.

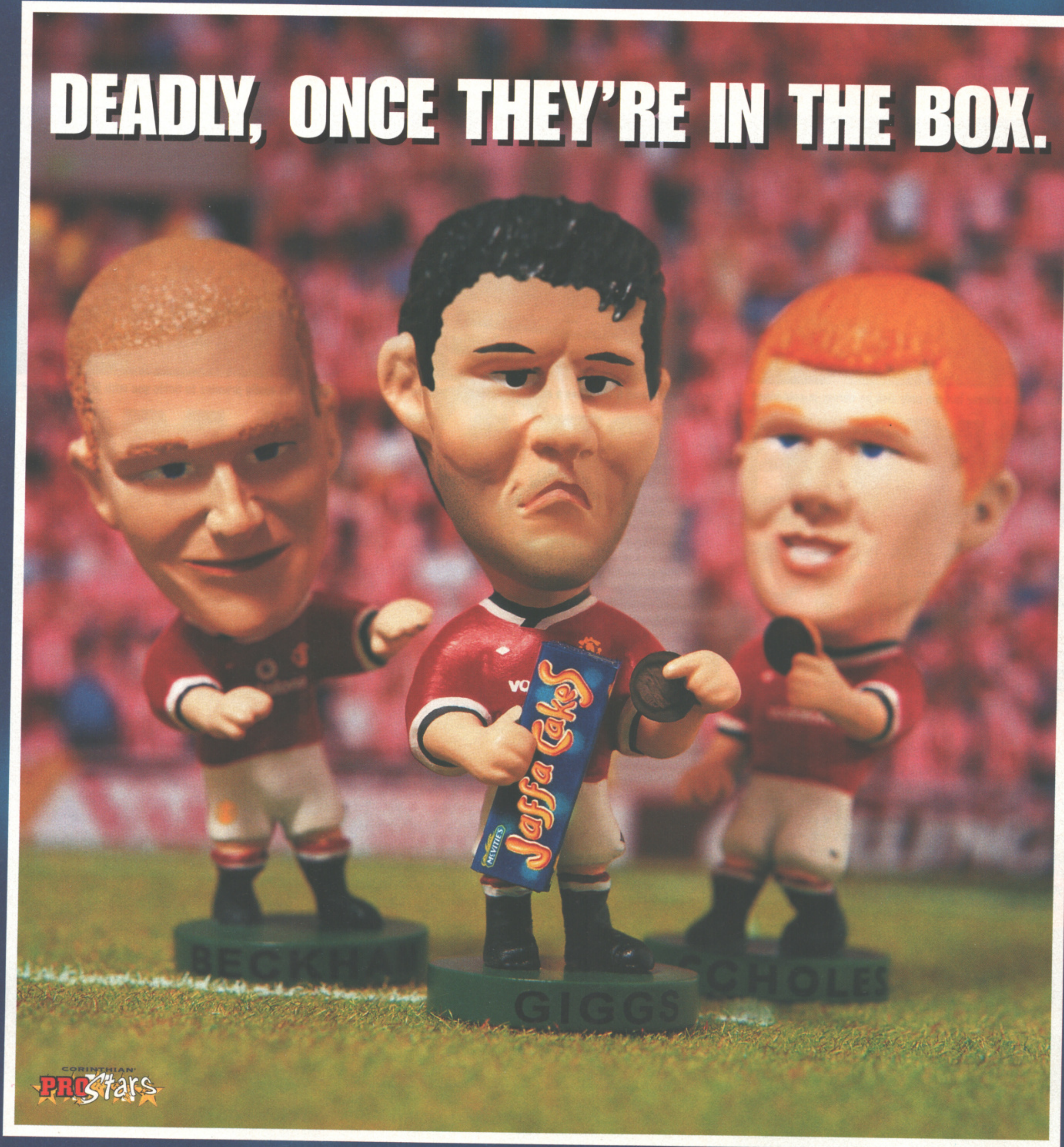
IN WITH THE OLD

Gold and *Silver* are compatible with *Red*, *Blue* and *Yellow* so you can trade your veteran squad into your new carts. You won't be able to swap new monsters onto your old adventures though. These five games together make for one heck of a meaty gameplay package (and lucky Japan will also get *Crystal* too). This is one virtual world that'll just keep getting bigger.

CVG RECKONS

It just keeps getting better for Pokémaniacs. New monsters, new adventures – this Easter will be magic for GBC owners everywhere.

END


DEADLY, ONCE THEY'RE IN THE BOX.
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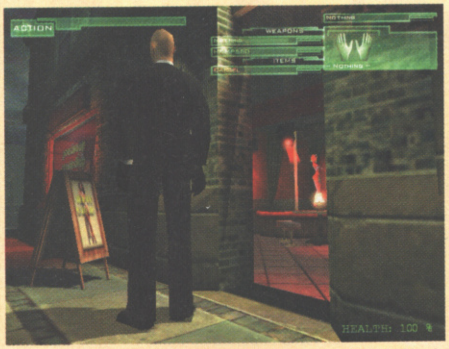
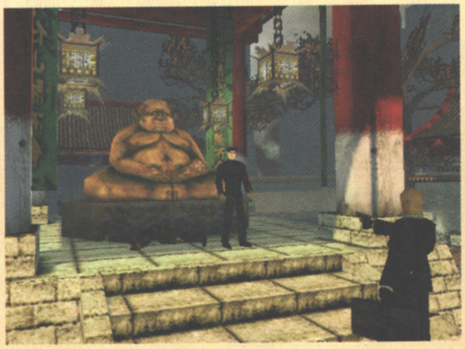
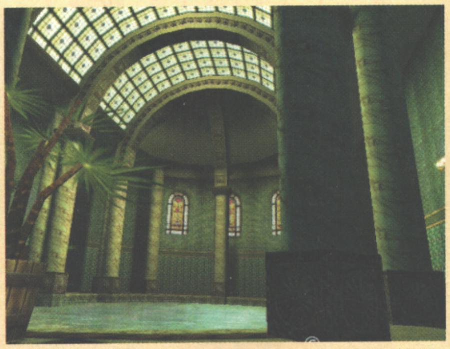
Jaffa Cakes
THE FAVOURITE HALF TIME SNACK
OF MANCHESTER UNITED



He dresses like a waiter but the only dish he serves is cold blood



Every professional hitman has a mysterious black briefcase



The visuals really promise to tickle you with little shivers of joy

SHOULD BE A HIT, MAN

BLACK SUIT, BLACK BRIEFCASE, BLACK HEART. *HITMAN* LOOKS A KILLER

WORDS **LES ELLIS** SCREENSHOTS **EIDOS**

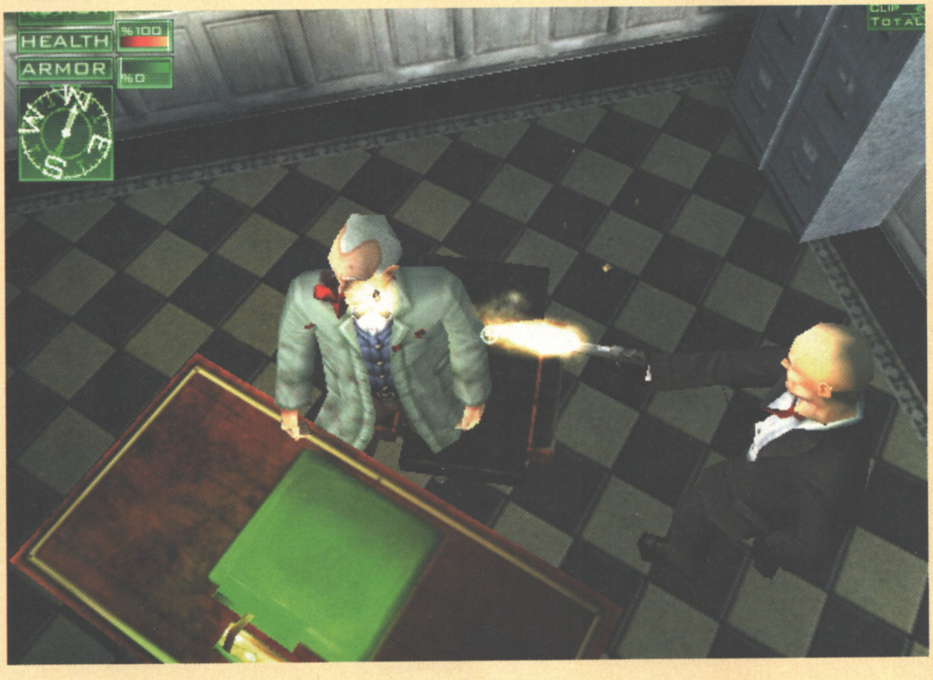
HITMAN

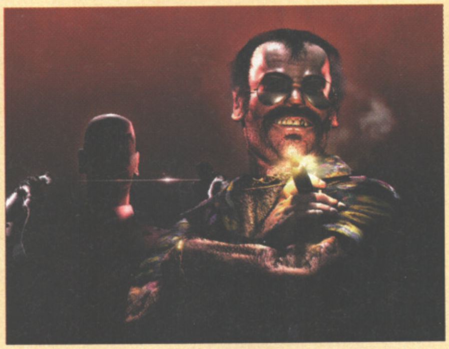
OUT ***NOVEMBER*** *FORMAT* **PC**

What's the coolest job in the world? Rock star? Movie star? Games reviewer? We reckon it's a cleaner. No, not the mop-wielding kind, but an international hitman getting shedloads of cash for bumping off people who probably deserve it anyway. Don't you agree? No? Best call in the CVG shrink then. Again.

SHUSH 'EM UP

Stealth seems to be the gameplay fashion at the mo'. *Hitman* is taking it to extremes as you try to find your target, take him out and leg it before anyone even realises that the swishing curtain was caused by you rather than the result of last night's curry. Guns are good for getting the job done, but so are the glut of other devices you get to try out – providing you can earn enough money to buy them. Silenced pistols and sniper rifles seem so impersonal when you could be looking into your victims' eyes while you choke the life out of them with a bit of wire...gaargh!





STONEWASHED GENES

But there's more to the game than just bumping off lowlifes for cash. There's a problem in your genes, and we're not talking about embarrassing 'didn't wipe properly' stains. As the plot evolves, you become immersed in your past and find out just who's been messing with your genetic makeup. And being a ruthlessly professional assassin, it doesn't take a genius to work out what you end up doing to them. The kind of 3D visuals that wouldn't look out of place in an art gallery combined with missions laced with more surprises than a tramp's trousers will be enough to drag you into the game, and then the snaking plot will make sure you keep coming back – you won't be putting this one down for a while, we reckon.

AI AI OH

Nor should you scoff at the usual claims about superior, more human enemy AI – these guys react to unusual noises that they hear, investigate anything suspicious and generally make your life difficult by doing the unexpected. So just when you want an enemy to follow the patrol path he's stuck to rigidly for the last few minutes, he turns around and comes after you because you didn't muffle the click of your safety catch coming off. It'll take brains as well as brawn to beat the missions on this. *Hitman* may not be creating a totally new genre, but it is certainly trying to push stealth 'em ups that one, sneaky step further.

CVG RECKONS

With tense atmosphere, great graphics and deep gameplay, Hitman *might just blow you away.*

END

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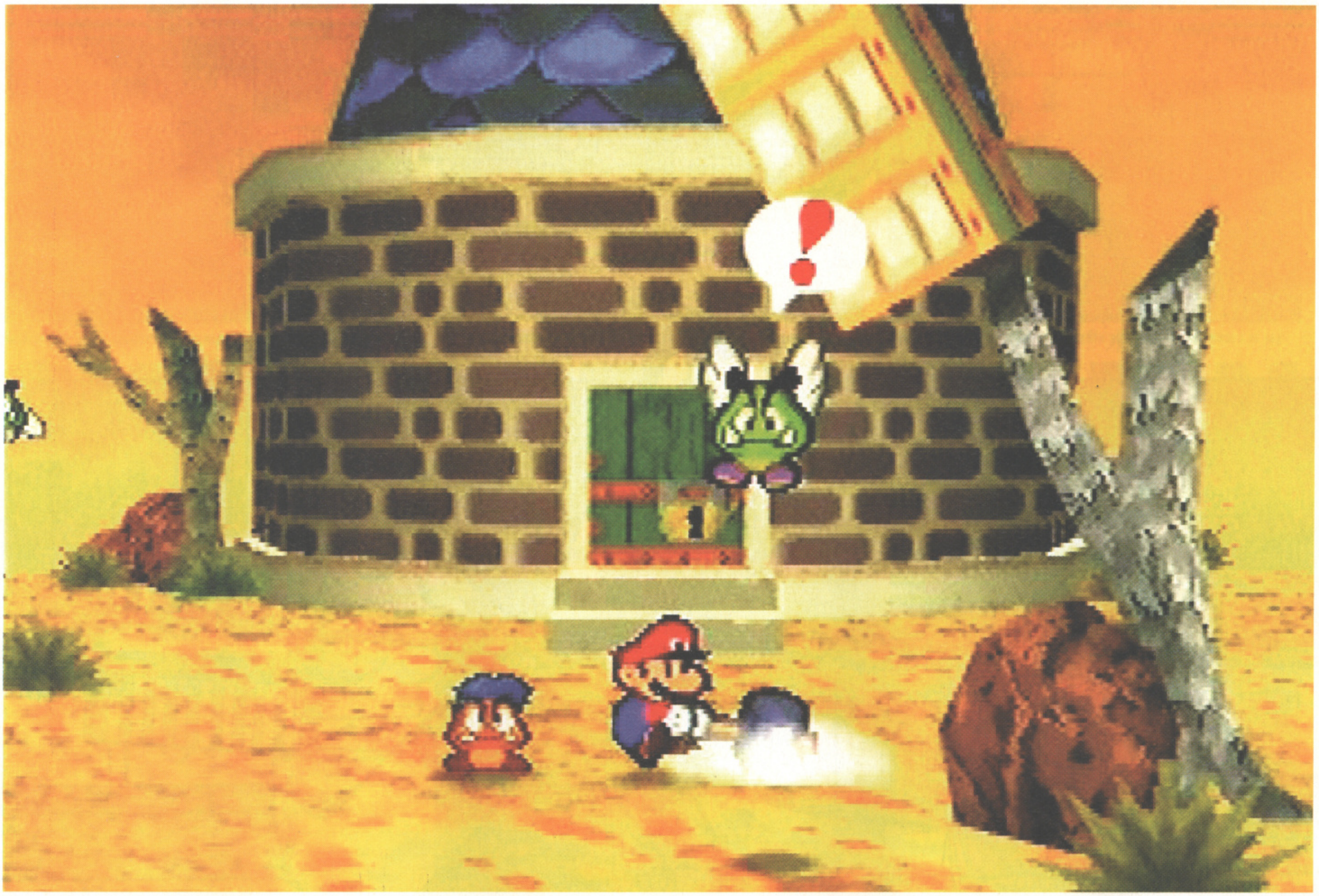


BIG BROTHER'S GONNA

PAPER MARIO

OUT**DECEMBER** FORMAT**N64**

Mario's lost a lot of weight since the last time you saw him. In fact, now he's as flat as a pancake and completely 2D. But other than that, nothing's changed. One second Mario and Luigi are jamming at the castle with Princess Peach, the next minute Bowser's snatched her away and causing trouble. But Mario can't just leap in there and start dealing out papercuts, he's got one hell of an adventure to wade through first.

NOT THE FIRST TIME

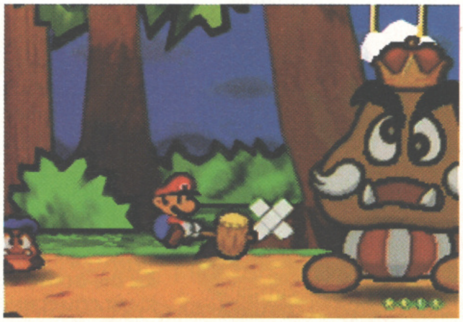
The hardcore among you might recall *Super Mario RPG* on the Super NES. It never got released over here, but import gamers went so crazy over the US version that Nintendo's decided to release the sequel in the UK. But *Paper Mario* is nothing like as deep as its 16-bit predecessor. That was crafted by RPG meisters Squaresoft and felt more like *Final Fantasy* than *Mario*. But this is still looking one hell of a game – what else do you expect from the princely plumber?

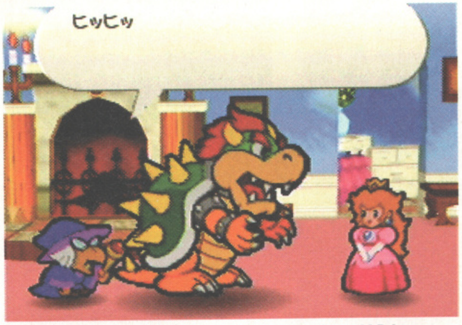
RUN, JUMP AND SOLVE PUZZLES

Paper Mario plays like an RPG and a platform game blended together. You have total control over Mario and can run around as you see fit. Go into and out of the screen as well as left to right, and when you turn Mario around you lose sight of him for a split second because, as the name suggests, he's as thin as a sheet of bargain bogroll. This 2D visual style works really well. Bushes look like cardboard cut-outs sitting on 3D grass, and when Mario enters a building the walls fold down like they're made of paper, letting you see inside. Very cool. Many of the screens are laid out so you go from left to right, lending it old school *Mario* appeal. You can jump onto platforms, drop down pipes and bust blocks with your head, just like old times. Should a baddie appear, you can even jump on its head. But rather than killing it, this serves as the trigger for a battle with your jump attack counting as the first attack of a turn-based ruck.

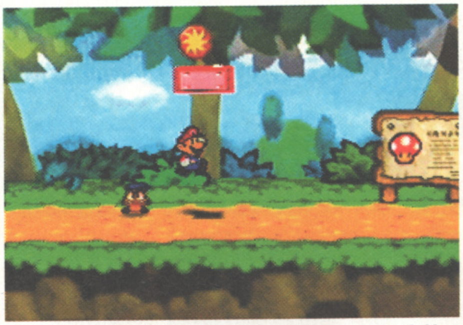
NON-BORING BATTLES

The battle system is unmistakably RPG style. It's a turn-based system where you select an attack and sit back and watch as Mario leaps to it. All the familiar power-ups from the *Mario* games are present. And those mushrooms, stars and fireplants become useful weapons in the battles. Some of them allow you to chain attacks, while others add strength to your blows with

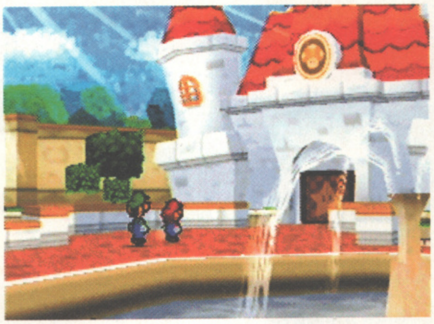




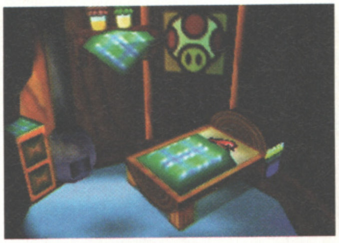
Bowser's up to his old kidnapping tricks again. Poor old Princess



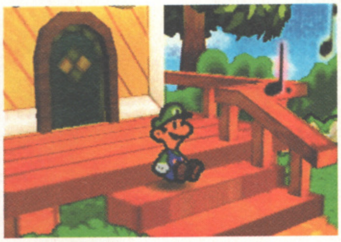
Paper Mario brings back memories of classic Mario games of old



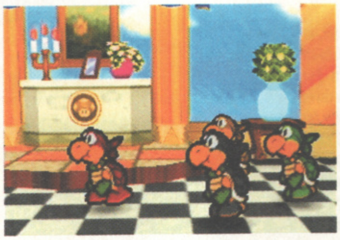
Princess Peach's castle is the venue for a party at the start



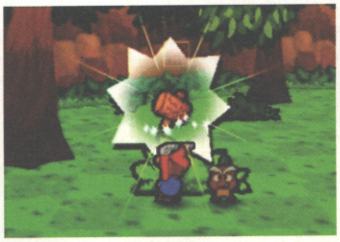
A tired Mario gets some well earned shut-eye



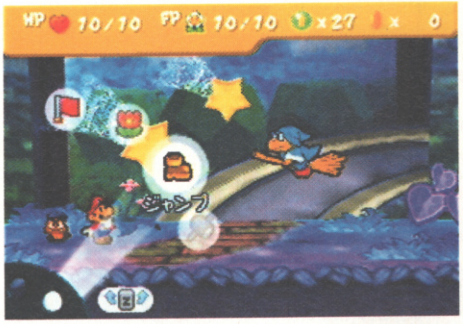
Luigi waits for his big bro' to sort things out



You have to have some Koopers in a Mario game



Use power-ups in the battles for extra oomph



POST OFFICE

WORK IT OUT

THE WORLD'S FAVOURITE PLUMBER HAS GONE BACK TO HIS 2D ROOTS FOR ANOTHER BASH AT RESCUING THE PRINCESS FROM THAT KIDNAPPING-CRAZY BOWSER

WORDS & SCREENSHOTS **DEAN SCOTT**

well-timed button presses as Mario wades in. And some of the visuals (like when the little guy unleashes the screen-filling fireplant attack) are spot on. This added interactivity in the fighting staves off much of the boredom of your typical RPG ruck, and brings back memories both of the first Mario RPG and, more recently, *Vagrant Story*. True to RPG form, you're not necessarily alone in a combat situation either. Much of the time you'll have at least one willing accomplice who'll attack on your behalf – certainly useful if you're taking on five baddies at the same time. Boss characters crop up regularly and beating them off is often more a matter of brains than brawn. Like early on, when you have to hit a conker tree with a mallet, raining big, spiky nuts down on the bad guys' noggins.

SAY HELLO TO OLD FRIENDS

Long-time *Mario* fans are going to get added value from this game over Nintendo newcomers. Of the hundreds of characters you talk and fight with on your quest, few of them are new faces. You'll strain your brain trying to work out which game that evil witch had a cameo in last, and where you've seen those little brown dudes before. We'll help you out on the first one: the witch was in *Super Mario World*. You might remember her overhead block-loosening magic attack that looks eerily like she's throwing PlayStation joypad button symbols at you.

NOT JUST FOR KIDS

With its simplified RPG gameplay, you might think this is a kids game, but we were glued for hours - even on the Japanese version with indecipherable text. The rate we cracked through this without understanding it suggests it won't be a tough game, but it'll sure be great fun.

CVG RECKONS

Have you ever played a bad Mario game? Didn't think so. And the chances are this isn't going to change that golden statistic.

END

NEVERMIND THE BOLOKS, IT'S THE EXTRA-TERRESTRIALS

POINT-AND-CLICK GETS AN ALIEN RESSURECTION

WORDS & SCREENSHOTS **MAURA SUTTON**

STUPID INVADERS

OUT ***LATE OCTOBER*** *FORMAT* ***PC, DC (DECEMBER)***

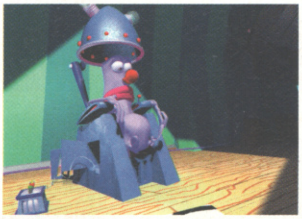
The point-and-click adventure has never been truly dead, just resting quietly, waiting for a suitable moment to burst back into the arms of mouse-wielding puzzle solvers everywhere. The curse facing any new pretender to the point-and-click throne is the weight of comparison with classics such as *Monkey Island*, *Full Throttle*, *Sam and Max* or virtually anything else that point-and-click gods LucasArts ever released. *Stupid Invaders* may not come from that legendary background, but it's shaping up to be a more than worthy addition to the genre.

DOH!

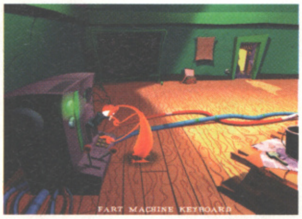
Five stupid aliens have crashlanded on earth. Their efforts to get back to their home planet are hampered by their complete lack of brain cells and compounded by the fact that evil scientist Dr Sakarine and his henchman Bolok want to capture them and chop them up with scalpels in the name of science. Your job is to help these gormless but loveable extraterrestrial spare parts in their efforts to solve puzzles that will help them outwit Sakarine and Bolok and return unharmed to their home planet.

HUH?

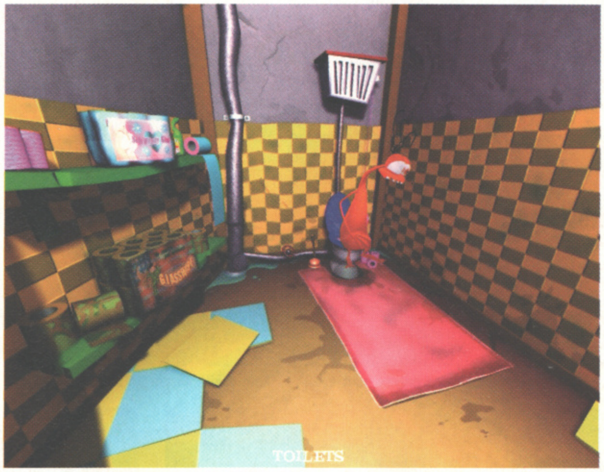
Stupid Invaders sticks to the basic rules of the point-and-click adventure. You pick up objects and combine them with other objects to solve puzzles and make progress. The worst kind of point-and-click games involve ridiculous puzzles like combining a lump of cheese with an iguana to open a door. The best kind involve puzzles that require plenty of logic and lateral thinking but where the answer always makes sense. From what we've seen of *Invaders* it falls firmly into the latter category. Use extra-strength bogroll to escape through a window? Oh yeah!



The five invaders are complete goons



Any game involving breaking wind is good



What more do you want? Superb graphics, puzzling gameplay and muchos toilet humour

EH?

The five stupid invaders may be hideously ugly but the game itself is full of gorgeous high resolution backgrounds and eye-blindingly sharp cartoon style graphics. The mental characters we've seen so far were hilariously animated with some suitably moronic-sounding voice acting. Navigating through the inventory proved to be a breeze and there were no fiddly menu screens to take you away from the madcap head-scratching action. Our sole complaint was the slow character movement, which could prove to be frustrating if it doesn't get ironed out in time for release. We've only played a demo so far, but we're already panting for more with our tongues hanging out at the thought of visiting 120 lush locations and interacting with 50 more nutso characters.

CVG RECKONS

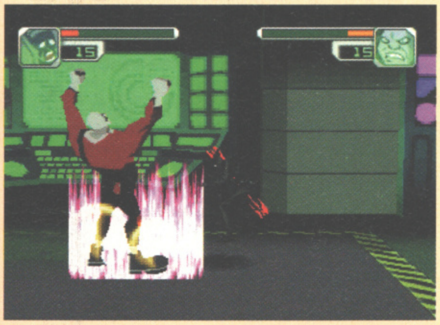
Anyone with a soft spot for point-and-click adventures, especially ones featuring fart noises and toilet humour, should be very excited.

END

JOKER IN THE PACK

THE CAPED CRUSADER'S BACK, BUT THIS TIME THE JOKE COULD BE ON YOU

WORDS & SCREENSHOTS **MAURA SUTTON**



The Batster lays some mean special attack on one of the Joker's grunts. Videogames don't get much more exciting than this. Not

BATMAN OF THE FUTURE: THE JOKER RETURNS

OUT ***NOVEMBER*** *FORMAT* ***PS***

With Spidey and the X-Men featuring in their own video games recently, Batman has obviously been feeling a little left out and decided to release another superhero game of his own.

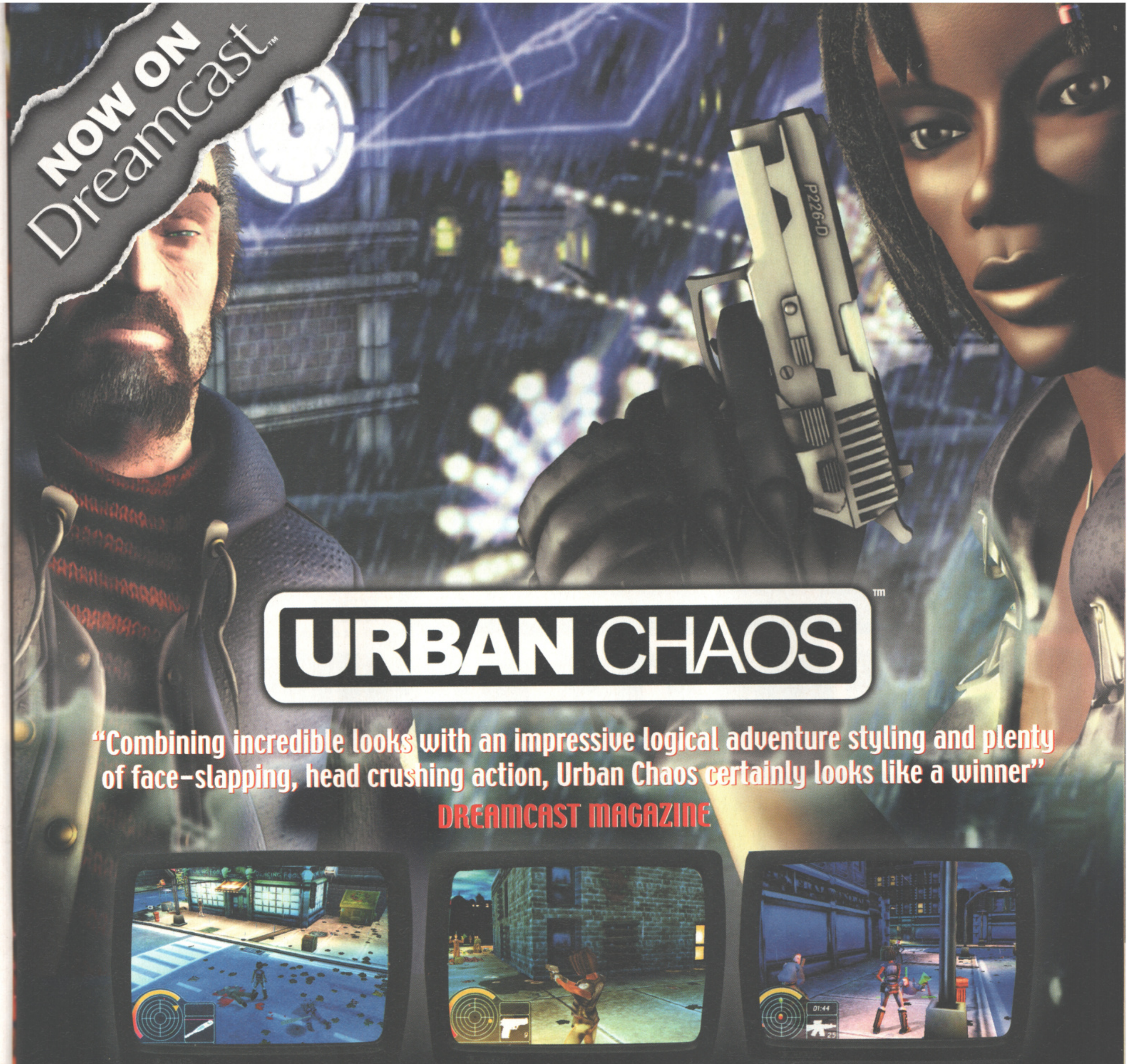
HIS PANTS ARE BLACK

Based on the animated TV series of the same name, *Batman Of The Future: Return Of The Joker* features Bruce Wayne's successor behind the black mask, teenager Terry McGinnis. In this latest episode of the Caped Crusader's battle against crime, Batman the Younger wanders through the streets and buildings of Gotham City attempting to foil a plot by the dastardly Joker. He has a choice of spanking new accessories to go with five different types of bat suit. As well as punching and kicking the lights out of the Joker's goons, he can cosh 'em with weapons such as twirling Nun Chakus or pick 'em off at long range with the Dark Knight Discus. Now this may all sound pretty exciting, but don't get the wrong idea. The reality of the gameplay is much more basic and the Caped Crusader's flimsy-limbed combat moves have all the impact of limp liquorice. Could drive the Joker himself to tears.

CVG RECKONS

Looks to be a simplistic game aimed at the very young. You've been forewarned.

END



"Combining incredible looks with an impressive logical adventure styling and plenty of face-slapping, head crushing action, Urban Chaos certainly looks like a winner"

DREAMCAST MAGAZINE

Urban Chaos throws you into the heart of a modern urban jungle at the turn of the millennium. To succeed you'll need a lethal combination of stealth, physical agility and martial art skills as you interact with the city around you. Complete freedom to explore every area is granted and this freedom extends to gameplay – the future is in your hands as you are drawn into an underlying plot featuring a mysterious cult, who are intent on evil at this unpredictable and potentially menacing millennium period.

DREAMCAST RELEASE 29th SEPTEMBER

Mucky Foot Productions

PlayStation

Dreamcast

PC CD

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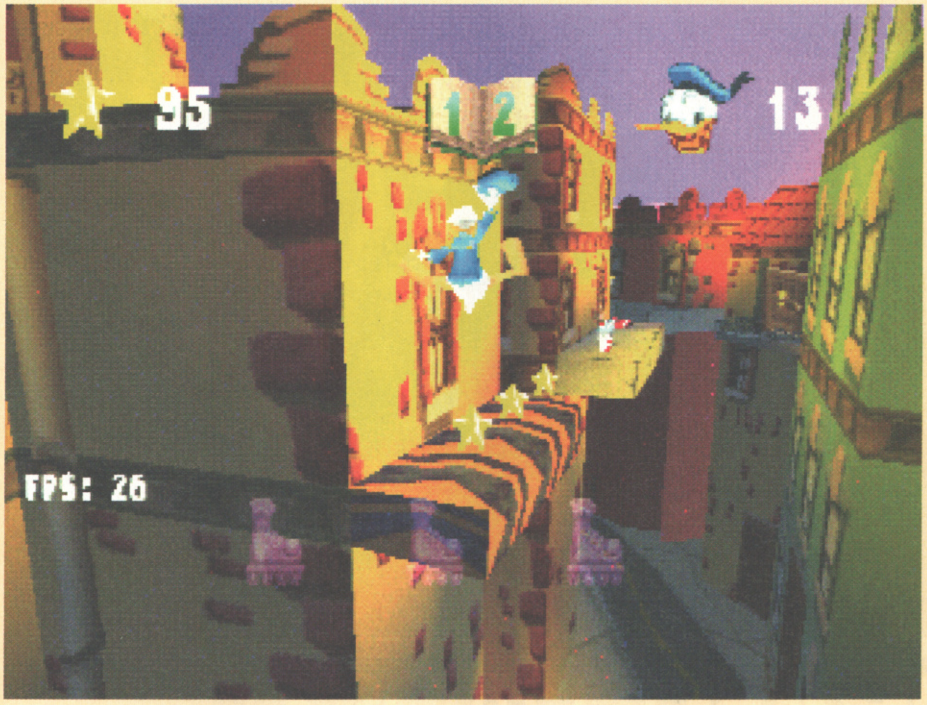
DUCK MEETS BANDICOOT

SHAKE A TAIL FEATHER FOR A QUACKING GOOD DONALD DUCK RUCK

WORDS & SCREENSHOTS **LEE SKITTRELL**



DONALD DUCK QUACK ATTACK

OUT ***NOVEMBER*** *FORMAT* ***DC, PS2, PS, N64***

Donald Duck is the coolest of all the Disney characters so it's criminal that there's not been a decent game with the old lisping beak-face since *Quackshot* on the Megadrive. Cartoon fans drowning in a sea of syrupy Mickey games and Disney movie licences can soon rest easy – *Quack Attack* wants to bring the sass back to your gaming. It's an action extravaganza in the *Crash Bandicoot* mould with fast-moving stages, old-school platform leaping and a whole nest full of attitude.

QUACK CRASH

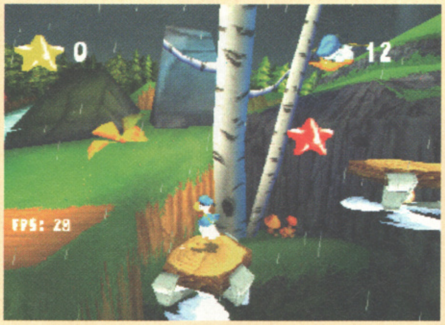
There's no avoiding the fact that *Quack* is heavily influenced by the *Bandicoot* games. The hub-style level select screens are straight out of *Crash 3*, while you can replay each stage for best times and hunt for secrets just like with Sony's little rodent. Even the music has that same rinky-dink jazzy sound.

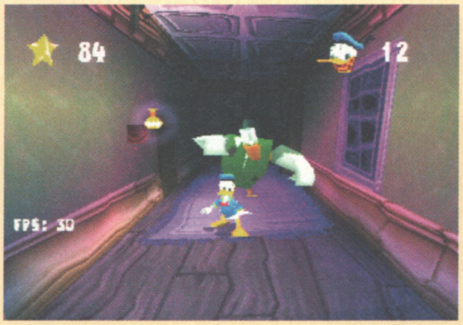
CUNNING CANARD

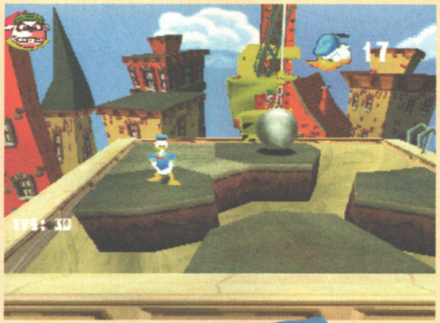
Shameless platform gameplay is what *Quack Attack* is all about. You may not be able to roam the 3D levels, but their design is often so cunning that you won't want to stop playing until you've found the last secret and busted the best time. The clever level design is what really makes this such a dream to play.

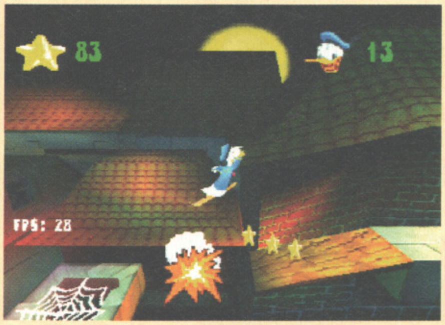
LAUGH IT UP

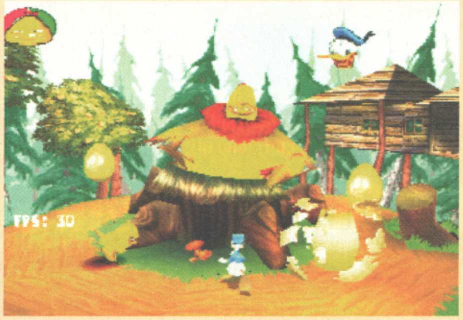
Some players may gripe about the fixed routes through levels, or whine about the possible repetitiveness of play, but these folks may be missing the point. *Quack Attack* is fun, addictive and tries to be nothing more than a good laugh. From what we've seen, it'll succeed too. And Dreamcast and PS2 owners will get enhanced visuals as well as the bang-on gameplay.





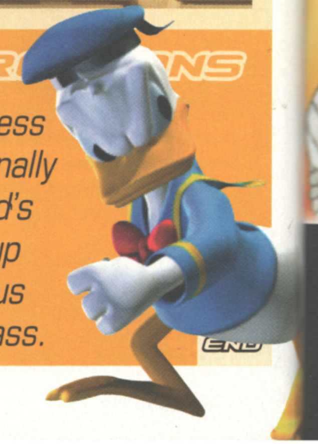






CVG R NS

The wilderness years are finally over. Donald's back to whup some serious eiderdown ass.



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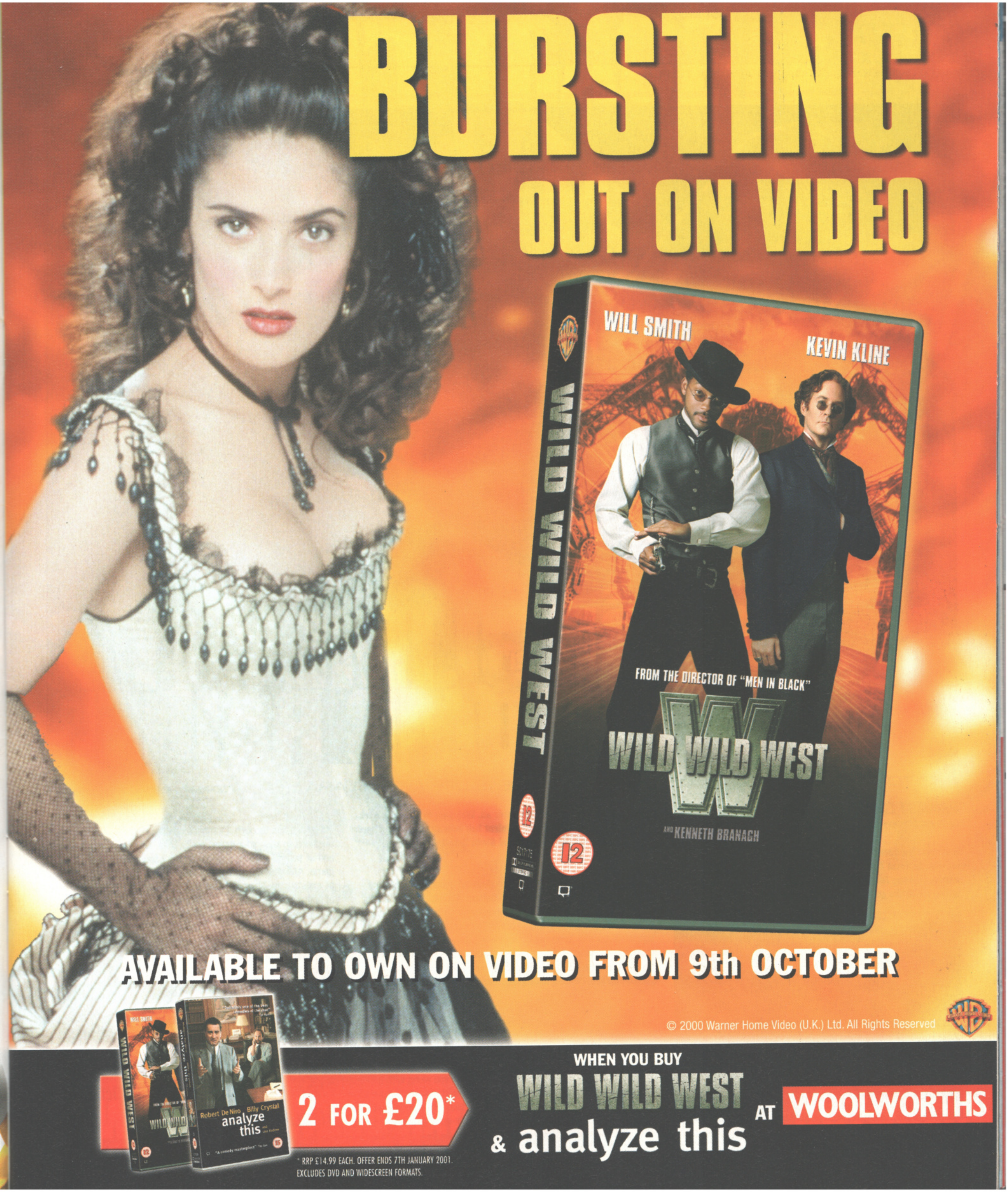
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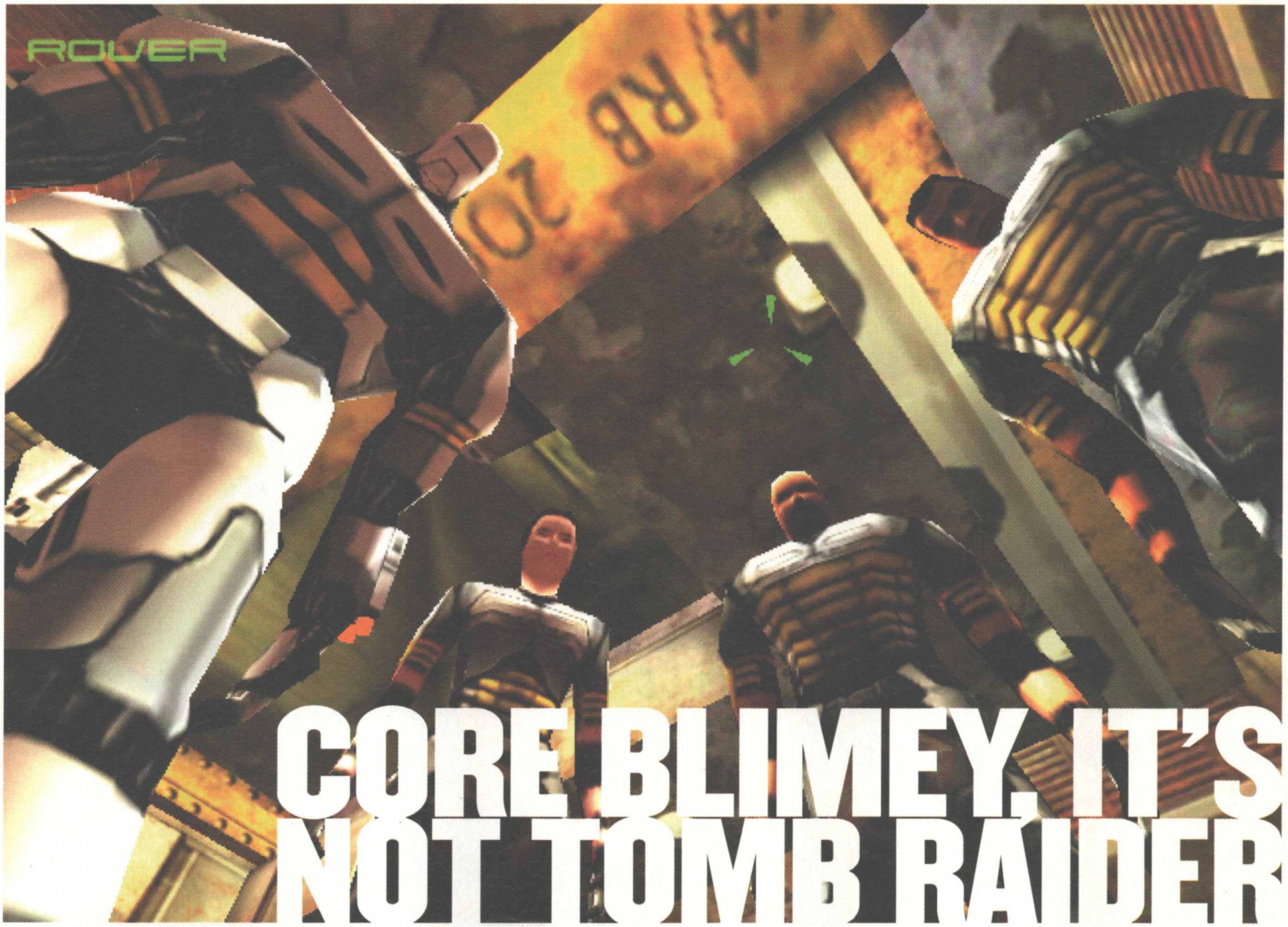


CORE BLIMEY, IT'S NOT TOMB RAIDER

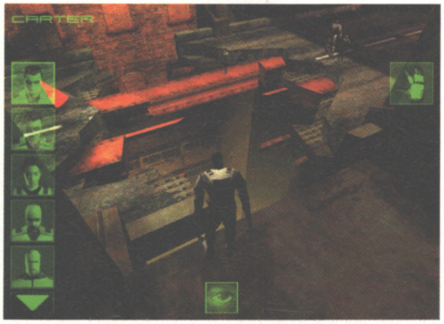
THE *TOMB RAIDER* TEAM TRY TO PROVE THERE *IS* LIFE AFTER LARA

WORDS **LES ELLIS** SCREENSHOTS **CORE**

PROJECT EDEN

OUT **EARLY 2001** *FORMAT* **PS2, PC**

It seems that every attempt Core make to break the "you're the lot who do *Tomb Raider*" label fails. Think that's a bit harsh? Two words: *Fighting Force*. We rest our case. But this non-Lara outing looks like going some way to proving that Core can do more than just the wonder-girl after all. Welcome to the dark, dark world of *Eden*, a grim and ultra-violent hell hole straight out of hard core sci-fi movies like Robocop and Blade Runner.



ABATTOIR

Things kick off with your team of hard-nosed agents investigating disturbances in a grimy, futuristic abattoir. Almost at the moment your squad arrives, all hell breaks loose when a bunch of tooled up thugs jump you. And it's full-on action from there on in. With four agents to control, teamwork is the key, with you having to get them to co-operate and use their individual skills to get the job done. When the pressure piles on, you can call on some useful remote-control devices to help get you out of extra-tight spots.

GAME WITH A VIEW

A feature that really shows off the power of PS2 and PC is that the game can be played from a first-person or third-person view and you can change whenever you get the urge. So whether you're solving a puzzle, exploring or involved in a mammoth firefight, you'll find a view that suits the action. And hopefully you along with it. Plus, with the AI techniques that are being used, you won't have to worry constantly about what your team buddies are doing when you're not giving orders. These guys are back-up with brains.

DEEP PLOT

The plot spins through 11 monstrous levels, each with sub-missions to keep your squad on its toes. Or grab some mates and all control a team member to work together through the game. And yes, there will be a deathmatch in there, so it's not all constructive team building stuff in multiplayer – there's plenty of shotgun-aided mate destruction too.

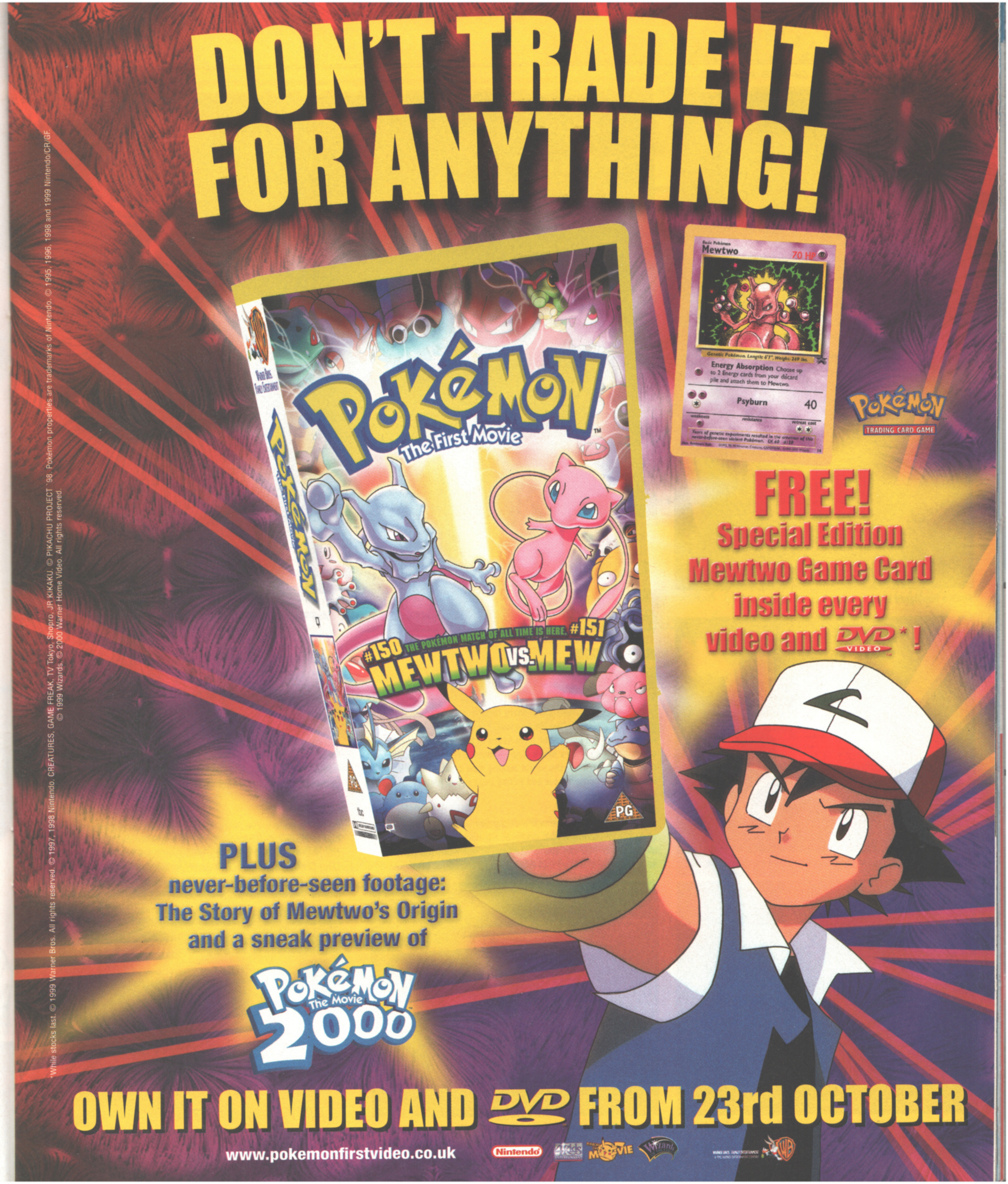
GARDEN OF EDEN

With its sci-fi influences, combination of shoot 'em up, exploring and puzzling gameplay and a proven team behind it, *Project Eden* is looking promising. It could be a real shot in the arm for the PlayStation 2, as well.

CVG RECKONS

It's got the pedigree, it's got the potential, it's got no Lara. Could be a good 'un.

END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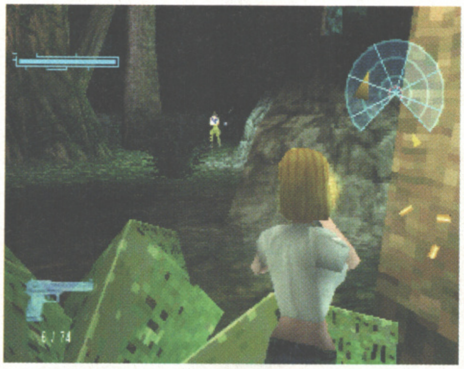
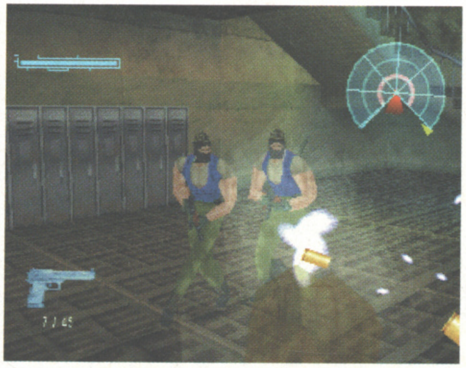


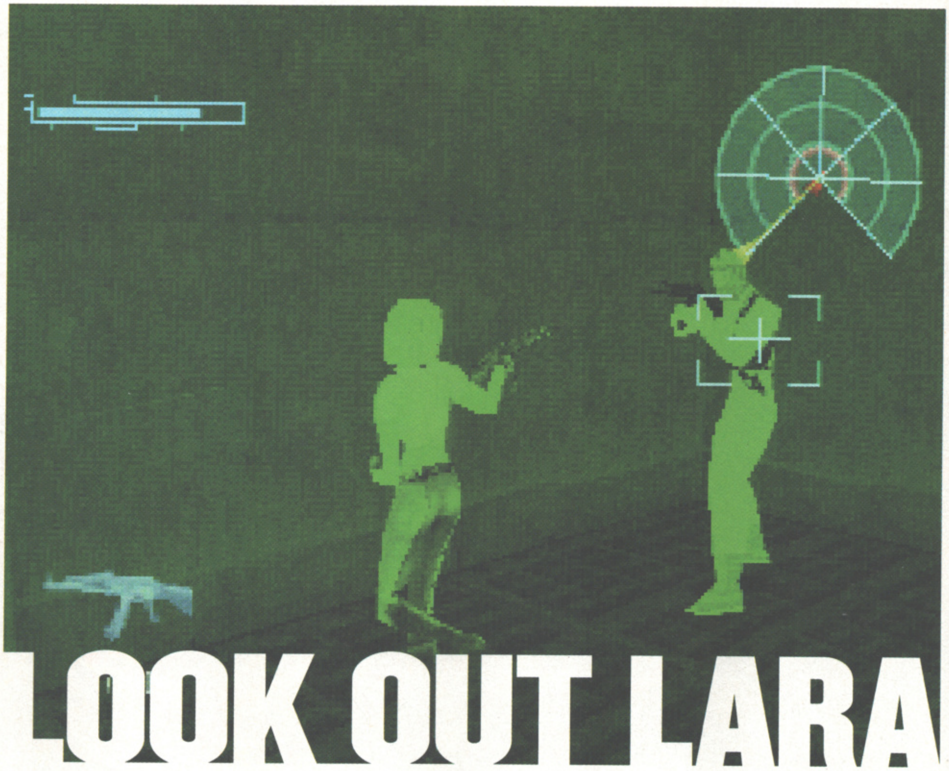
Auto targeting lets you frag guards on the move and at range

She's a fine figure of a woman alright. All legs, mind

Some crazy ancient voodoo shenanigans set the plot in motion



While these two practise line dancing, you fill them full of lead



LOOK OUT LARA

A LUSCIOUS LADY WITH A GREAT ARSENAL AND A BIG 'BUT'

WORDS & SCREENSHOTS **STEVE O**

DANGER GIRL

OUT **NOVEMBER** FORMAT **PLAYSTATION**

An hour glass figure to make your jaw hit the ground, balls so big you'd need a wheelbarrow to carry them in and an arsenal of weapons that's make the SAS jealous. Lara Croft, you've got competition. You may never have heard of her, but in the States the comic books she stars in are huge. Danger Girl is James Bond in a crop top. She travels the world making men drool while unravelling international conspiracies and foiling huge crime plots. Fair enough.

WHAT ABOUT THE GAME?

Danger Girl is from the same designers as *Duke Nukem: Time to Kill*, and it shows. Add some of *Syphon Filter*'s hi-tech stealth elements to *TTK* and you're starting to eat from the same bowl as this. It's a third-person 3D actioner, with a lot of shooting, a fair bit of sneaking, a few puzzles and the odd platform section thrown in too. Nothing drastically new, but plenty of variation.

During cutscenes you have to hit buttons to stay alive

MOVING ON

The first mission starts with you busting into an enemy compound popping goons with your Desert Eagle. Once inside, you have to work out how to get the generator chugging again. Then it's a case of using stealth to blow the camp's three arms dumps. There's enough going on to keep your attention and the gameplay constantly switches to keep you on your toes.

THINK HARDER

From the code we've seen, it doesn't seem the designers have had to put their imagination motors into overdrive to produce *DG*. We've seen all the game elements before, right down to the *Dino Crisis*-style interactive cutscene sequences where you're prompted to bash buttons to save yourself. And on top of this jack-of-all-trades gameplay are some (currently) rather dull looking locations and slightly patchy environments which could have been lifted from a game two years old. So this doesn't look likely to break any new ground, but is on course to keep third-person actioners up for a few nights.

CVG RECKONS

She challenges Lara in the lusciousness stakes, but Danger Girl's no threat in the gameplay department.

END

RETURN OF THE STAT ATTACK

STILL THE BEST FOOTBALL MANAGEMENT GAME AROUND

WORDS & SCREENSHOTS **MAURA SUTTON**

CHAMPIONSHIP MANAGER 2000/01

OUT **NOVEMBER** FORMAT **PC**

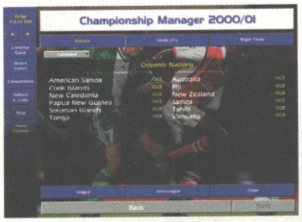
Other footy management sims come and go with their fancy graphics and burger-stand gimics, but none of them has been able to match the intensely addictive *Championship Manager* series. Now the real 2000/01 football season has kicked off, it's time to get re-acquainted with that flashing bar of joy.

BEHIND THE SCENES

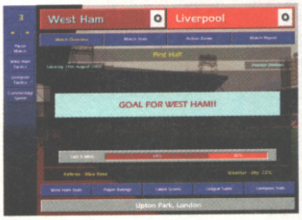
Not content to rest on their sizeable laurels and rush out a glorified transfer list update, the good folks behind *CM* have listened to their worldwide network of fans/consultants and enlisted their help in tweaking the gameplay up another couple of notches. So what fresh goodies do we have this time? Well, you now have a total of 26 leagues running concurrently, with 10 new ones added, including Ireland, Turkey and Croatia. International tournaments have been expanded to include B team and Under 21s matches, and the Olympic under 23s tournament has been included for the first time ever.

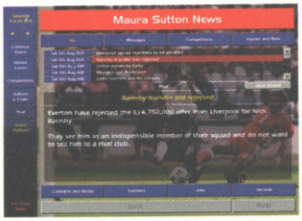
MAN MANAGEMENT

If you're not happy with a player's stats, you'll now be able to tinker with them using the Data Editor option. And player power has become a factor now just like in real life, so you'll have to deal with whining, overpaid stars moaning at you every time you change the formation. At least when there's a story in the press about you or one of your players you can have a good old moan back just like Arsene Whinger likes to do. Very satisfying. You can even go grovelling to the FA to get a fixture moved or to complain about the ref. Overall, the core gameplay is the same as before, only with huge nobs on.


Championship Manager 2000/01
Oceanic Nations
Back
Next

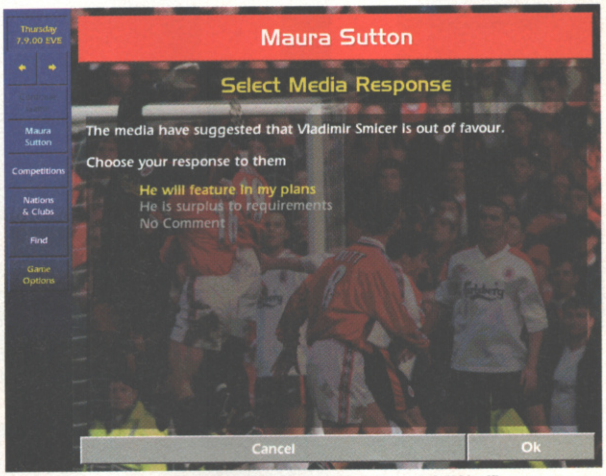
American Samoa	OCE	Australia	OCE
Cook Islands	OCE	Fiji	OCE
New Caledonia	OCE	New Zealand	OCE
Papua New Guinea	OCE	Samoa	OCE
Solomon Islands	OCE	Tahiti	OCE
Tonga	OCE	Vanuatu	OCE


3
West Ham 0
Liverpool 0
First Half
GOAL FOR WEST HAM!!
Upton Park, London


Maura Sutton News
Barmby transfer bid rejected
Back
Next

Everton have rejected the £14,750,000 offer from Liverpool for Nick Barmby

They see him as an indispensible member of their squad and do not want to sell him to a rival club.


Thursday 7.9.00 EVE
Maura Sutton
Competitions
Nations & Clubs
Find
Game Options
Maura Sutton
Select Media Response
Cancel
Ok

The media have suggested that Vladimir Smicer is out of favour.

Choose your response to them

He will feature in my plans
He is surplus to requirements
No Comment

When the hacks come knocking at your door, try telling them to @#*% off!

CVG RECKONS

The most addictive footy manager ever is coming back to provide the best non-naked reason for getting no sleep.

END

ARMS AND THE MAN

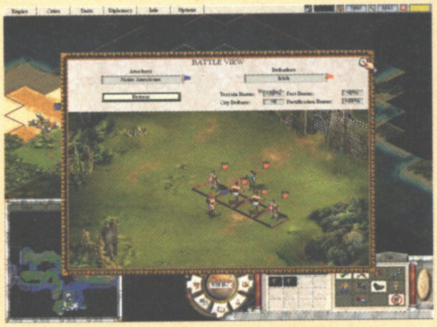
TOTAL WORLD DOMINATION AT THE TIP OF YOUR FINGERS

WORDS & SCREENSHOTS **MAURA SUTTON**

CALL TO POWER 2

OUT **NOVEMBER** FORMAT **PC**

***Call To Power 2* is essentially the fourth installment of the legendary *Civilisation* strategy series. The *Civilisation* part of the title may have been dropped for good, but make no mistake, *CTP2* is looking every bit as gripping and involved as the original classic. So dust down your economics books and get ready.**


Empire
Cities
Units
Diplomacy
Info
Options
BATTLE VIEW
Attackers
Defenders
Retreat

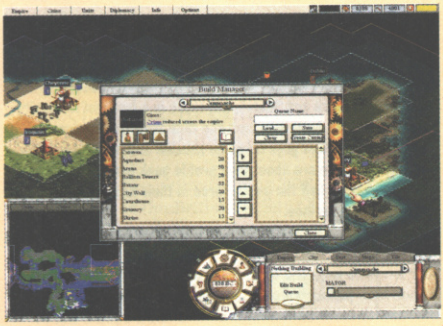
CREATION COMFORTS

In *CTP2* you have to develop your civilisation from just one primitive bloke to a space-age super race. Apart from building cities and managing resources, you also have to be a diplomat and a warlord to survive against the other civilisations jostling for supremacy. For this version the developers have taken into account players' moans about the previous version. So the Diplomacy option has been upgraded and expanded so that you can now win the game through peaceful diplomacy alone. And the battle engine has been tweaked to prevent ancient units defeating high-tech modern technology. Advisors have been restored from *Civ 2* and you can now appoint Mayors to oversee the more mundane tasks of city management. *Civ* fans will be thrilled with the improvements and we've already been up half the night playing it. Always a good sign.

CVG RECKONS

Looking like an immaculately presented addition to a world class series.

END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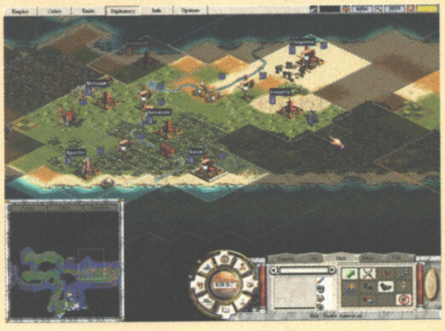
Info
Options
Build Manager

The graphics are an improvement on earlier versions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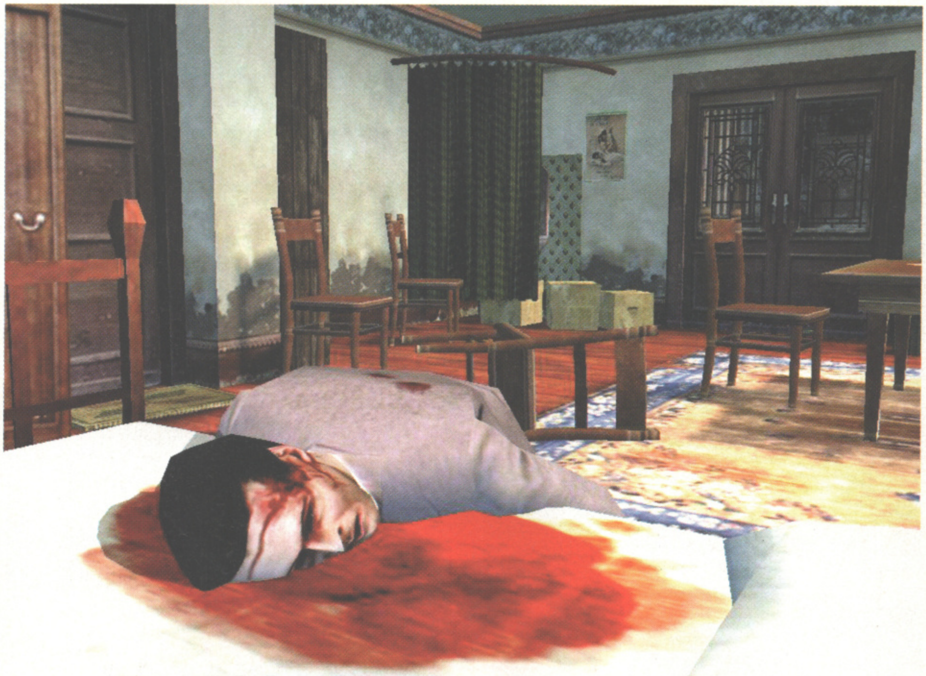
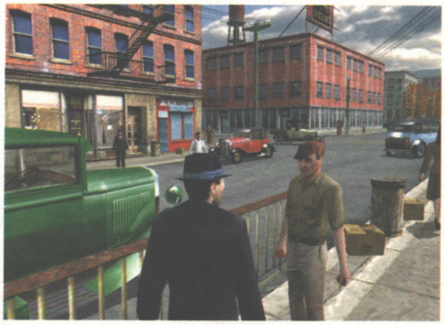
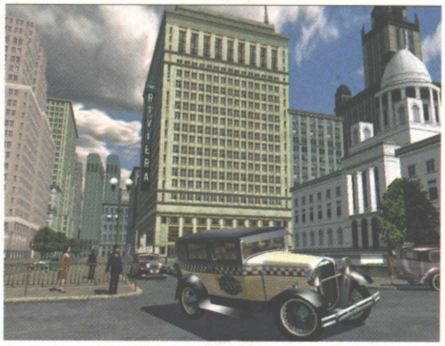






ARE YOU THE DON?

GTA MEETS *HIDDEN & DANGEROUS* WORDS **LES ELLIS** SCREENSHOTS **TAKE 2**

MAFIA

OUT **TBA** *FORMAT* **PC**

Your idea of the criminal underworld may be based on the movies Lock, Stock and Snatch, but there is a criminal fraternity that makes those hard men look like Blue Peter presenters. Where London tough guys trade on knuckle dusters and robbing bookies, the mafia are about high profile bank jobs, bodies in car boots and having half the police force in their back pockets. These guys are serious.

FAMILY MAN

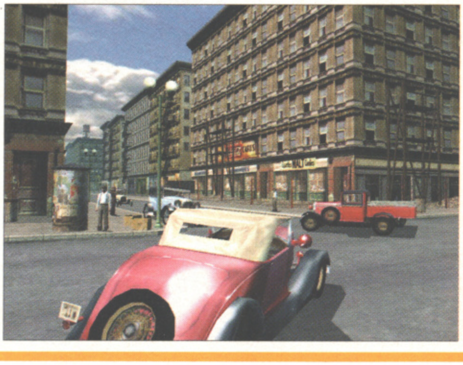
Your job is to keep the head of your crime family happy. You go see him, pick up your orders, get a weapon, a car and hit the road. Drive around a huge ten kilometre square city to find where you need to go and carry out your job. The city is a living place where everyone is going about their own business and the Rozzers potter round keeping an eye out for any trouble – so make sure you drive properly or you'll get in a massive chase before you've even started on the real nasty business.

THE DIRTY 30s

Being set in the 30s, you can forget crass American gas-guzzlers or camp 60s British motahs – you get to ride around in almost 70 of the classiest cars imaginable. They all handle differently, even to the extent where if a fat person gets in it affects the car. How's that for detail? Oh, and before you ask, yes, you can run people over. And with graphics that make games like *Driver 2* look prehistoric, roadkill can get pretty spectacular. And hey, there are times when that may be part of your mission. The city looks stunning, with all sorts of swish lighting effects, but you also get to drive out to an airport and even a farm to pick up a load of illegal goodies. Of course, it's never going to be that easy, and other crime families are out to make your life that bit more difficult too.

SLEEP WITH THE FISHES

Imagine how you really wanted the sequel to *GTA* to be: give it the kind of looks that hurt your jaw as it hits the floor, throw in some *Hidden & Dangerous* gameplay elements, stick it all in lush 3D surroundings and you get *Mafia* – almost. With the game shaping up this good, it looks like crime does pay.



CVG RECKONS

Gangster games are all the rage and Mafia *is shaping up to slap a set of concrete wellies on the opposition.* END

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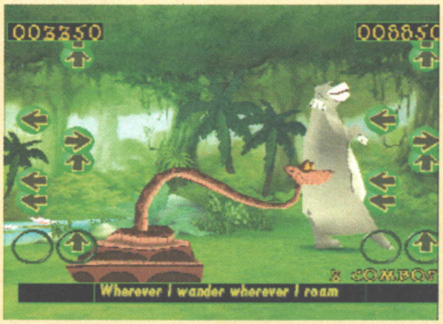
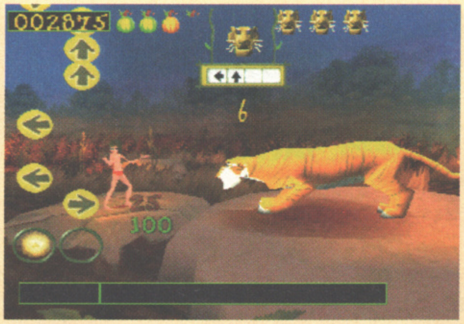
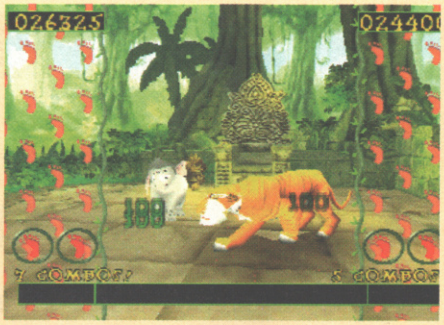


Wherever I wander wherever I roam





JUNGLE MASSIVE

MOWGLI AND CO INVITE YOU TO BOOGIE WITH THE BEASTS

WORDS & SCREENSHOTS **LEE SKITTRELL**

JUNGLE BOOK GROOVE PARTY

OUT**NOVEMBER** FORMAT**PS**

Whoever it was at Disney Interactive who OK'd the Jungle Book licence thus giving birth to the rhythm action extravaganza it's become: pucker up 'cos we want to kiss you. This is a total treat.

CHAKA KHAN

The commands float down the side of the screen and you have to hit the corresponding buttons or step on the right panel on a dance mat. The more you hit, the higher your combo rating and the better your score. Before long you'll be out-boogieing Baloo, Kaa and even the fearsome Shere Khan.

BEST WITH BUDDIES

For multiplayer, there's a Co-operative Story mode, a Dance Marathon mode and an awesome Power-Up Confrontation game. These are the game's best moments and are a superb spectator sport. On-lookers can even sing along Karaoke style as the words bounce across the bottom of the screen.

CVG RECKONS

Forget being cynical because this should go down better at a party than a basket full of prawn vol-au-vents.

END

DUNGEONS AND DRAG-ONS

THIS COULD BE ONE RPG YOU'LL BE GLAD TO SEE THE END OF

WORDS & SCREENSHOTS **LEE SKITTRELL**

LEGEND OF DRAGOON

OUT**NOVEMBER** FORMAT**PS**

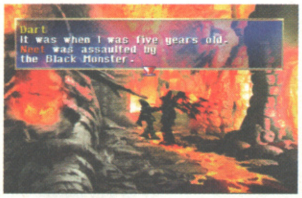
Welcome to four disks of epic story, tortured heroes and stunning FMVs. *Legend of Dragoon* has all the qualities that have made rival developer Square's RPGs the phenomena they are. Dart, the main hero, even looks like a cross between Squall and Cloud, plus there are turn-based battles, magic spells and attack combos to set your stats-head spinning. But this is not a Square game and even at this early stage you can't half tell.

FIGHTING FATIGUE

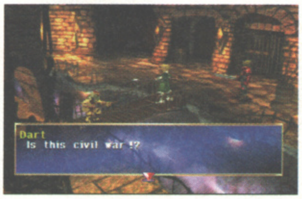
The biggest problem we've encountered with *Legend of Dragoon* lies in the battles. Despite the fact you can use button combos to increase attack power, they're just too slow to be anything but a pain. Even the *FF* inspired transition scene as the battle loads up creeps across the screen like a Skoda being pushed by a granny. You should be gagging for the next scrap in adventures like these, not dreading their arrival.

NEARLY ALL GOOD

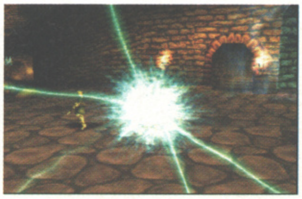
The rest of what we've seen of the game is actually pretty good. The story, though derivative, holds your attention – very important in a game that's so strongly led by the tale it's telling. The world map system is inspired and the backdrops are gorgeous and feel alive with flowing water, flocking birds and a host of minute details to catch your eye. But unless the battles get tweaked a good notch or two before release, this is going to be a very, *very* long game to complete.

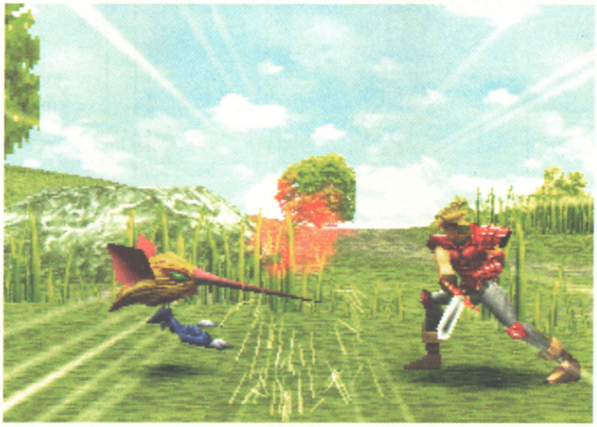


Dart
It was when I was five years old.
Neet was assaulted by
the Black Monster.



Dart
Is this civil war !?





CVG RECKONS

It promises a gripping plot, lush visuals and big dragons. But the combat system doesn't enthrall, it just crawls.

END

Bill just found some madness in his life.
www.nokiagame.com

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Kick demon ass online - then play with the toys. These grisly action figures come direct from the States and are highly collectible. We've got hold of three of them (that are not available anywhere else in the UK) for you to win. If we can distract Pete long enough to snatch them away from him, that is.

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ROCKET HAWK

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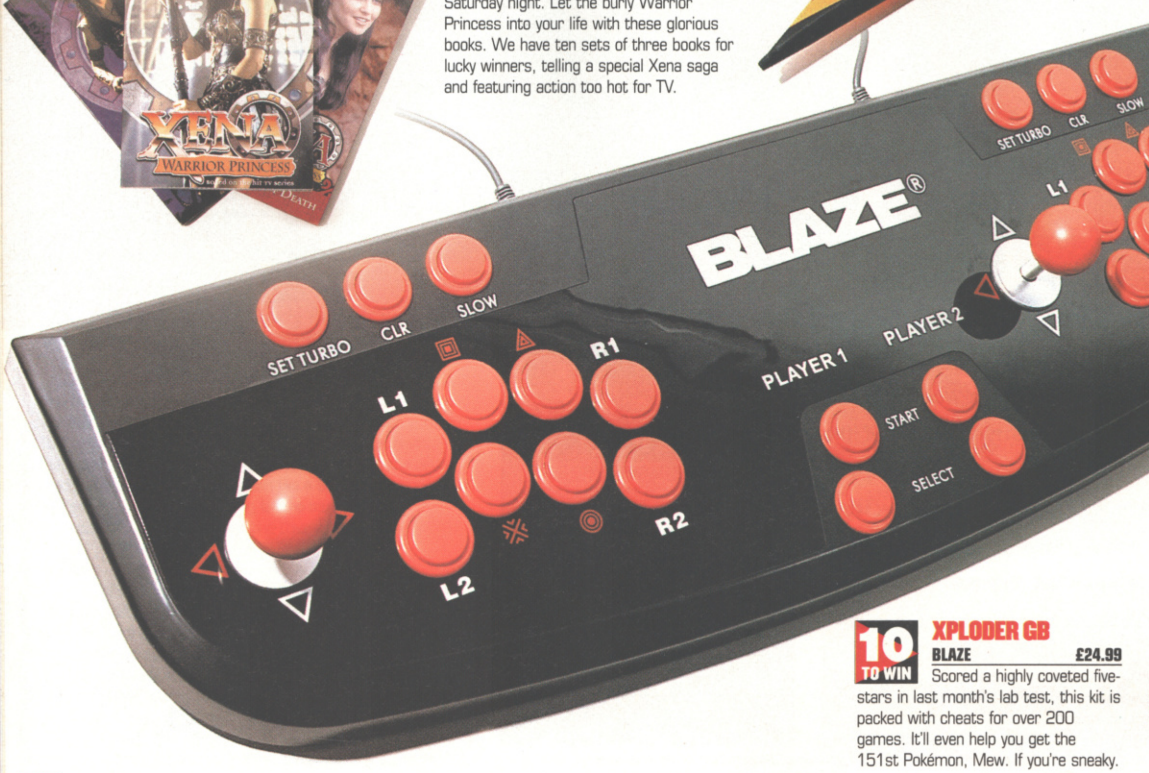

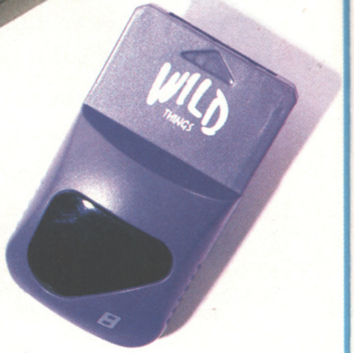

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Gotta catch 'em all!
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LEGO **VARIES**

It's Star Wars LEGO for crying out loud! What more could you want? These kits are tough – but Wars fans will be in heaven as their very own Millennium Falcon materialises before their eyes. The Millennium falcon is £79.99, the Tie Interceptor £74.99 and the X-Wing costs £26.99, but we're giving them away for nowt.

WINNERS UPDATE – ISSUE 225

GAMESTER YELLOW ESSENTIALS PACK
Phil Begum, Wolverhampton; Ayeesha Singh, Liverpool; K Olsen, London; Rory Spinks, Cardiff; Richard Nutter, Somerset; Andrew O'Brien, Middlesex; Jesse Scholes, Hants; Tom King, West Midlands; Dean Marshall, Derby, Mike Dunning, East Sussex

ANGEL: THE HOLLOWER
Steven Hanson, Wales; Kiel Orlan, Aberdeen; Matthew Robb, Worcester; Alan Walker, Ireland; Scott Dormer, Ireland; Dean Devally, South Yorkshire; David Cochrane, London; John Holt, Coventry; D Bourne, Surrey, S Charman, Staffs

POD, RAYMAN, PANDEMONIUM
Stephen Saunders, Wolverhampton; Dave Earnshaw, West Sussex; Chris Simms, Eire; Matthew Hyde, Leicester; Dean Worth, Lancashire; Peter Wood, South Yorkshire; A Allen, London; Stephen Ward, West Yorkshire; Mark Ali, Ireland

SKYBALL
Derek Wheatland, Manchester; Chris Fung, Notts; H Sykes, Hants; Chris Preston, Berks; James Lusted, East Sussex; Sarah Cantrell, Berks; Jamie Mayer, Oxford; Zubair Husoo, Belfast; Marc Reid, London; Jim Walch, Warwickshire; David Tutin, Co Durham; Mark Doherty, Lancs; Tony Wright, London; Oliver Bowen, Notts; Jareet Dosanjh, Cornwall

DJ MACHINE
Neil Miranda, Renfrewshire; Jay Rolland, Northants; David Drage, London; Leon Abbasi, Essex; K Yates, London; Cody Hunter, Essex; J Cox, Tyne and Wear; Steve Lloyd, London; David Daly, Middlesex; Andrew French, Lancashire

CHICKEN RUN
Stephen Sturdy, Conwy; Glenn Hague, Blanefield; Henry Tagg, Teeside; Sam Stubbs, Leicester; Jon Butler, Tyne and Wear; James Burn, Wirral

RACE WHEEL
Mark Hall, Staffs

WINNERS UPDATE – ISSUE 226

NESQUICK FRIDGE
Nic Warnock, Northants

MARVEL VS CAPCOM
Lisa Williamson, London; Jason Manet, N. Ireland; F Ward, Middlesex; Jack Rennie, Isle of Wight; Billy Sands, Glasgow

WWF BACK TALKING CRUSHERS
Michael Loach, Kent; Kristian Whitney, Lancs; Nicholas Adding, West Yorkshire; Michael Liptrot, West Midlands; James Newton, West Midlands;

WWF COLLECTORS CARDZ
James Hogarty, East Yorkshire; Steven Bradley, London; Elliot Bailey, Hants; Craig King, Ireland; Richard Russell, Bristol

GB ACTION PACK
T Busso, Wales; Daniel Ordan, Liverpool; Matthew Aindow, London; Tom Tulin, London; Mark Malik, Derby; Rea Schofield, Warwickshire; Allan Whittle, Chorley; Steve Glover, Ireland; I Duval, Lancashire; Kevin Dix, York

GB BUNDLES
Ian Everall, Lanarkshire; Kyle Forsyth, Kent; Andrew Porter, Yorkshire

X-MEN VIDEOS
Daniel Allins, Berks; Andrew Tuck, Bristol; Peter Baines, Sheffield; Petrick Haynes, Berks; David Savage, Doncaster

GO ON – WIN IT!

It couldn't be easier to enter. Fill in this coupon and send to: Win This Lot Now! 228, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. First correct answers out of the hat for each prize win. Entries close November 15.

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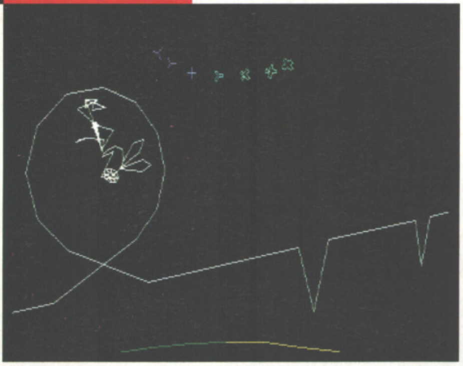
WHAT YOU NEED TO KNOW

Pulling your hair out over a game? Save yourself from premature slapheadedness by sending your cry for help to The Masters who will ease your worries, no problem. Write to the address at the end.



***Vib Ribbon*: Find out how to evolve that crazy bunny geezer**

JAN 1830
$349K
$50K
NAVIGATE
BALTIMORE
GAME SPEED

***Railroad Tycoon 2*: A quick lesson on cutthroat economics**

VIB RIBBON

I'm well and truly addicted. But what exactly am I supposed to do to make Vibri evolve?
Nadim Khonsa, Reading
If you pass eighteen obstacles in a row, Vibri evolves into either a King or an Angel. When you're nearly there, pink dots appear around him and when you are about to evolve the dots join in a circle. However, make nine mistakes and he'll turn into a frog, and another nine and he'll turn into a snake. After that, he dies.

PLASMA SWORD

I want to know how on earth do I get to see each character's true ending?
Kerry Synget, Leicester
Get the true ending by getting above a certain number of Battle Ability points by the end of Stage Eight. If you're playing one-round battles, you'll need 70,000 points. On three-round fights that's 95,000 points and on five you'll need 110,000. Dying doesn't affect getting the true ending as long as you have enough continues.

MAKEN X

I'm finding this Dreamcast shooter tough, even on the easiest setting. I centre on one enemy and keep getting beaten into tomorrow by their mates. What am I doing wrong?
Barry Beechwood, Ashford
Don't lock on any groups of enemies as you'll face one single opponent and will have restricted views of the others. Here's a few more hints: if you can hit enemies from range, do so, and if they can't see you then chill out and take your time. One trick is to run into enemy range, lock on and then run back and watch your rounds fly straight at them. Use the Jump button in combat for great results – enemy fire almost always misses. Try jumping over enemies and hitting them in the back, as it does double damage.

RAILROAD TYCOON 2

I went straight to the Expert level but I'm failing miserably. It seems other companies buy everything up as soon as the level starts and know exactly when I'm financially weak and do the dirty on me. I want to get my own back. Please help.
Bill Squires, Nuneaton
The opposition buy early because they are speculating to accumulate. Do the same and concentrate on buying a business that you'll use, like an iron ore mine. A good way to tell if they're financially weak is by their share price – buy them up if it is low. Lastly, opposition companies often try to profit from your resources by joining onto your track and using it for their own gain, sometimes even stealing your cargo. Remedy this by re-diverting your track around the junction when they have joined on to it.

POWER STONE 2

How do I beat the final boss in *Power Stone 2* on Dreamcast? Speak now or forever hold your peace.
Petros Kyprianou, Southampton
TO AVOID HIS ATTACKS: If he holds his hand in the air while saying something, get ready to jump out of the way, as he'll send lightning towards you like a bullet from his hand. If he starts to pull his hand away, be ready to jump, as he'll soon swing it around to catch you. When he does, just hop over it. Get caught and

computer and video GAMES GUARANTEED WINNERS

We come across a mountain of cheats in the course of our game playing and it's only fair that we share the best of them with you. Don't forget to send your own tips to Easy Money on page 60 and win £10.

NINTENDO 64

■ STARCRAFT 64
EXTRA MINERALS/GAS: Episode Five, Terran Mission Seven. Surround the bear in the upper middle section to gain this cheat.
FASTER BUILDING: Zerg Campaign, Level One. Go down into a corner after you save the first two hives to find a Mega Build cheat disc. Touch it to unlock this extra.
INVINCIBLE UNITS: Episode Three, Protoss Mission Six, Into The Darkness. Head right and down to the first open area. Then stay to the left and follow the path until you get a message about the sacred ground. Wait for about twenty seconds or so until the cheat becomes activated.
TURN OFF FOG OF WAR: Episode Four, Protoss Mission Three, Legacy of Xel'Naga. Capture the flag to the north of your starting base.
UNLOCK ALL RESEARCH: Episode Two, Zerg Mission Five, The Amerigo. Make Kerrigan walk to the left of the cell containing animals.

PLAYSTATION

■ DRIVER
Here are some cheats for this budget classic. After inputing them, you'll hear a tone if you did it correctly. The cheat option will now be unlocked on the Cheats screen.
INVINCIBILITY: At the Main Menu, press L2 twice, R2 twice, L2, R2, L2, L1, R2, R1, L2, L1 twice.
MINIATURE CARS: At the Main Menu press R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2.
NO POLICE: At the Main Menu, press L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2.

DREAMCAST

■ DRAGON'S BLOOD
LEVEL SELECT: On the Press Start screen, press X, Y, Y, X, X, Y, Y, X. Now go to Options and press X + Y + A to gain a Level Select function.

Chase The Express: The *correct* way to get that final secret ending

Silent Hill: It's that damn piano puzzle again. When will it end?

HIRYU
ENEMY
STURMGESHUTZ IV
TIME 01''49
SCORE 00080700

Strider 2: How to get that elusive Special Bonus at the end of each

he'll eat you, bursting out all of your Power Stones. If he grabs hold of the can on the table, move to the far left or right of the table, as he will spit out the drink, which hurts if it touches you.

TO ATTACK HIM: Throw the items that are around like the fruit, the teapot and the pepper pot at his head. Keep doing this while checking the item boxes that appear for Power Stones. You should soon get enough to transform and when you do, attack his head with any multi-hit attack you have. If you can score enough powerful hits, his chest cavity will open up, and you can see his heart. Attack his vital organ with everything you've got. Repeat these tactics enough and it should only be a matter of time before you beat the sucka.

DIABLO 2

I keep losing all my hard-won gear on Battle.net coz it sometimes falls on the ground when I die and everyone else steals it. I've been recovering my body after death, but it still happens.

Scott McVittie, Glasgow

Sounds like you haven't recovered every item from your corpse before you die for a second time. If a single item (even an arrow) is left on your corpse and you cop it again, then everything you are wearing at that time hits the dirt. If the monsters are too tough to get back to your corpse safely the first time, leave and rejoin the game. Then your body will be somewhere safe in town. Another tip is to ensure your inventory is more or less empty when you go to recover your corpse after the first time you bite the bullet. Or, for thieving toerag players, check towns for other players' unclaimed corpses and follow them in battle till they die and steal everything they drop. But then you'd only be sinking down to everyone else's level, wouldn't you Scott?

STRIDER 2

I've been playing this game a lot and there's one thing that keeps bugging me. At the end of each level when it shows my score, there's a category called Special Bonus, but it's always at zero. What do I have to do to get this points reward?

Trevor Stirling, Tottenham

There's only one way to get the Special Bonus and it's not easy. You have to get every single bonus and hidden extra in the level to qualify for it. Most of these are gained by slashing with your sword at the right time in a level. You'll see clues as to where to swing your sword. Look in small gaps and, in some crevices try climbing down instead of jumping across. Some extras also only appear if you swing your sword when it is in a powered up state. Hope that helps.

CHASE THE EXPRESS

I've done all the endings that I know about in this game but apparently a new 'S' Scenario opens when you complete Scenario 'A'. But I'm damned if I know how to do it.

Jack Hudson, Wirral

Yes there is a Scenario 'S' and in it you can play as Christina and rescue Jack who's been gassed, as well as leaving the train for short periods. A hell of a lot of rumours have been going around concerning what you have to do to get the best possible ending so you can play this scenario, but unfortunately most of them have been wrong, including ours last issue! Apologies. The biggest error has been the fact that you can't die to get it. You don't need to collect every memo either, but you do need to have visited every location. Here's exactly what you do. 1 – Play on Normal or Expert difficulty. 2 – Check and memorise what's on the cigarette case but don't carry it with you. 3 – Save Billy first off by giving him the right blood transfusion (B, RH+, C, D). 4 – Save him the second time by giving him the bullet proof vest from Car 6, 1st floor in a locker. 5 – Pick up the Ambassador's note from the secret room in the VIP room, Car 10, 2nd floor BEFORE giving the IC Chip to Mason. 6 – Give Mason Disc A, not the secret info disc. 7 – Give Billy the Laser Disc B at the beginning of the countdown. 8 – Defuse the bomb in Car 2 in under eight minutes. Then you'll have to detach the train, defuse a bomb and face Mason in battle again. Then you'll get that epic ending.

SILENT HILL

What a great game this is. Ageing, it may be, but classic it still is. I can't believe I didn't get it before now. Anyway, I thought I was breezing through it until I got to the bloody piano puzzle. What the 8%$!! A clue about birds and a piano where some of the keys don't work. What's the deal?

Ray Frampton, Wexford

The clue is a bit daunting but, if you take it apart verse by verse, you *can* solve it. The different bird clues relate to the dead keys on the piano. The Pelican, which is a white bird, flies out first, which means you should press the first dead white key. The dove (another white bird) flies beyond the Pelican, as far as it can which means to press the last white dead key. A Raven (black bird) flies higher than the dove so press the last black key. A Swan (white) settles next to another bird. The only white key next to another is the second last white key, so press it. Finally out comes a crow, who soon stops. Black bird, first black key. Then you'll get the Silver Medallion to insert into the clock tower.

■ HOUSE OF THE DEAD 2

SHOOT FASTER WITH DREAMCAST JOYSTICK: You must have a Dreamcast joypad plugged into the first port. Rapidly tap A + B to get a much faster firing rate.

UNLIMITED DEATH BULLETS: Go to Boss mode. Beat all options, including the Emperor himself and the Fight All option five times each so that all of the ratings stars turn red. If you don't have the Emperor or Fight All options yet, then defeat all the other bosses first. Now you can select Death Bullets in Original mode when you want to.

■ CHU-CHU ROCKET

DREAMKEY DEMO: This Beta version is set to be released soon as a better version of DC's existing browser and is built into this glorious puzzler. You'll need a keyboard to really use it properly. It's better 'cos it's faster and you can listen to WAV and MIDI sounds and download them to your VMU. To get it, go to the Homepage option and anywhere on the *Chu-Chu Rocket* webpage, hold down Ctrl on your keyboard and press 0.

GET CHAO: In the Stage Challenge Mode beat all 25 levels to make these *Sonic Adventure* critters replace the mice.

UNLOCK NiGHTOPIANS: Play with these creatures from the classic Saturn game *NiGHTS* by completing all 25 Mania Mode puzzles.

GAMEBOY

■ TOMB RAIDER

SECRET GOODIES TUNNEL: This console conversion turned out to be another handheld classic, so here's a great little secret. On the Royal Tombs C level, after the Buddha statue, you'll pass two red totems. Leap across the gap, climb a narrow ledge and go down the ladder to face a skeleton. Get rid of it and hit the switch in the right side chamber. Go back up the ladder, pass the ceiling spikes and drop to the floor below. After killing the mummy, walk into the left wall to find a hidden tunnel. You'll collect Dynamite, Rapid and Heavy Bullets.

Send all your questions to our address below. We'll print as many answers as we can, but we can't give personal replies via post.

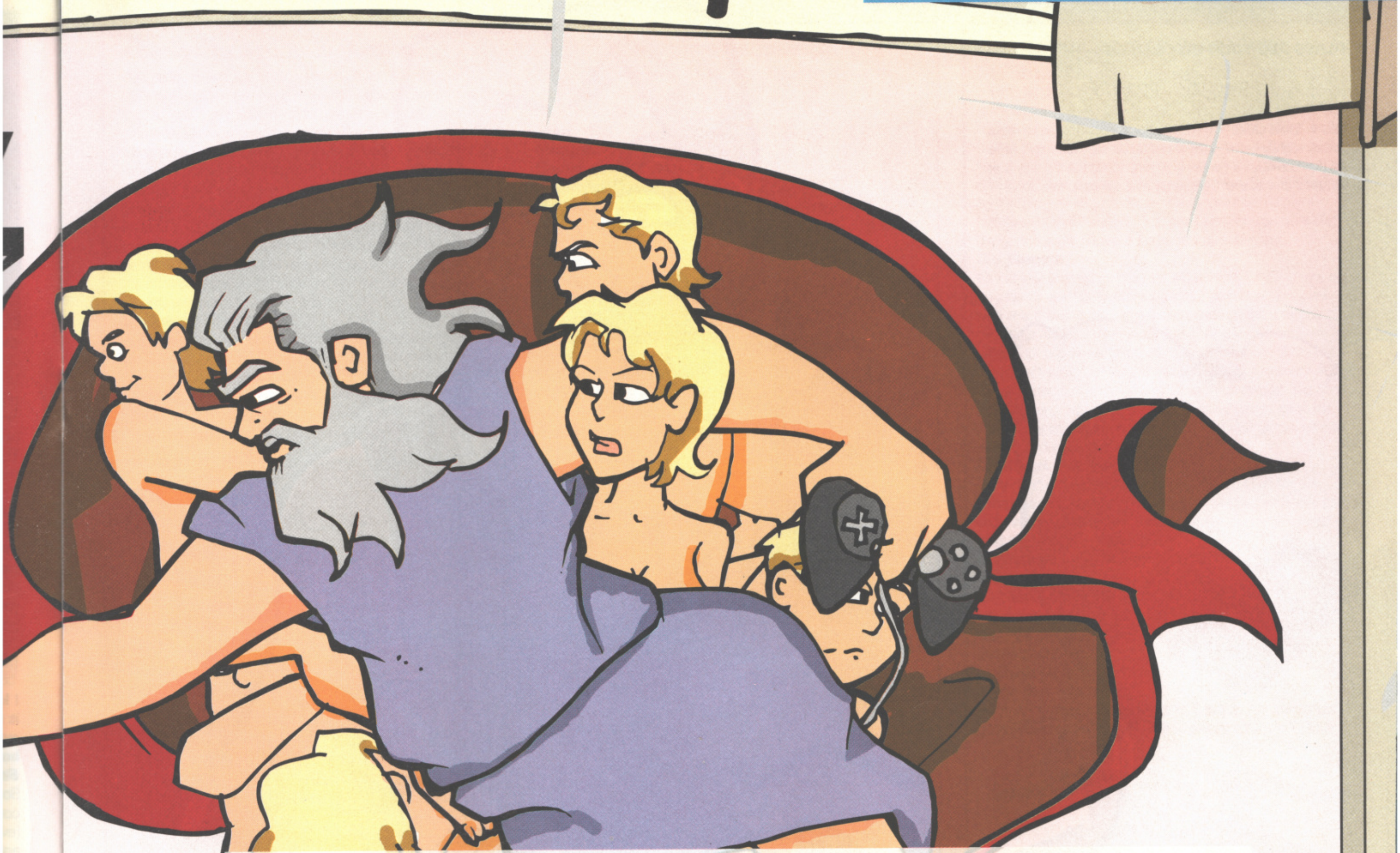
**WHAT YOU NEED TO KNOW,
THE MASTERS,
ANGEL HOUSE,
338-346
GOSWELL ROAD,
LONDON,
EC1V 7QP**

WORDS: DEAN SCOTT **PICS:** KENNY P **ILLUSTRATIONS:** JOHN ALLISON

ON THE 24TH DAY, GOD GAVE US...

PS2 hits the UK on November the 24th. Let our guide help you decide if it's gonna be the answer to your prayers or just another false messiah

Once upon a time there was this Japanese electronics company called Sony that specialised in TVs, videos and stereos. Then in 1995 they released a videogames console called PlayStation, and over the next five years 74 million people bought one. You may well have been one of them. It was the first 3D home system, the Atari 2600 of polygons. But by the end of the century its visuals weren't looking as clever as they once did. "I know" thought Sony, "let's bring out a new PlayStation that's just the most awesome games machine the world has ever seen". They decided it would be called the PlayStation 2, and a few years and millions of pounds later (not to mention a few rival consoles), it's finally coming here to the UK. But what do you get for your money? To make sure you're in the know, here's the second installment of our special feature on Sony's new next-gen. Step inside CVG's bunker of PS2 information and make your mind up about one of the most talked-about games machines ever. Only problem is that even if you do decide you want one, you probably won't get one until next year anyway because of limited stock. But hey, even God didn't get everything right on Day One – just look at Steps.



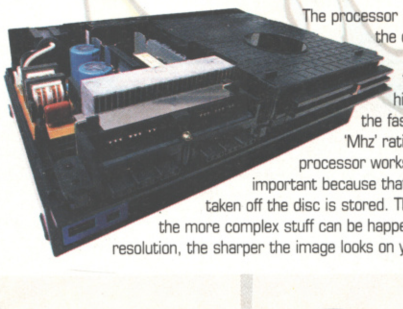
WHAT DOES IT DO?

THE SPECIFICATIONS

Look at PS2's figures compared with other current consoles. Impressive huh? Well it will be when we explain what it all means

	PS2	PSONE	SEGA DREAMCAST	NINTENDO 64
Processor	128bit, 300Mhz	32bit, 33.87Mhz	128/64bit hybrid, 200Mhz	64bit, 93.75Mhz
Memory	32Mb	2Mb	16Mb	4Mb
Best resolution	1280x1024	640x480	640x480	768x576
3D performance	20m poly/sec	360k poly/sec	3m poly/sec	300k poly/sec
Storage	4.7Gb DVD	650Mb CD	1Gb GD	Cartridges, 128Mb max
Internet capabilities	Yes	Yes	Yes, out of box	No
DVD movie playback	Yes	No	No	No
Price	£300	£80	£150	£80

WHAT DO THE SPECS MEAN?



The processor is the main brain of the console. What 'bit' means is too boring to get into, but the higher the bit rating, the faster the machine. The 'Mhz' rating is the speed the processor works at. Memory is important because that's where the data taken off the disc is stored. The higher the figure, the more complex stuff can be happening. The higher the resolution, the sharper the image looks on your TV. PlayStation 2 rules on all counts. Take another look at the spec table. PS2 is a gaming powerhouse and for at least a year will be the UK's most powerful console.

AND THE 3D?

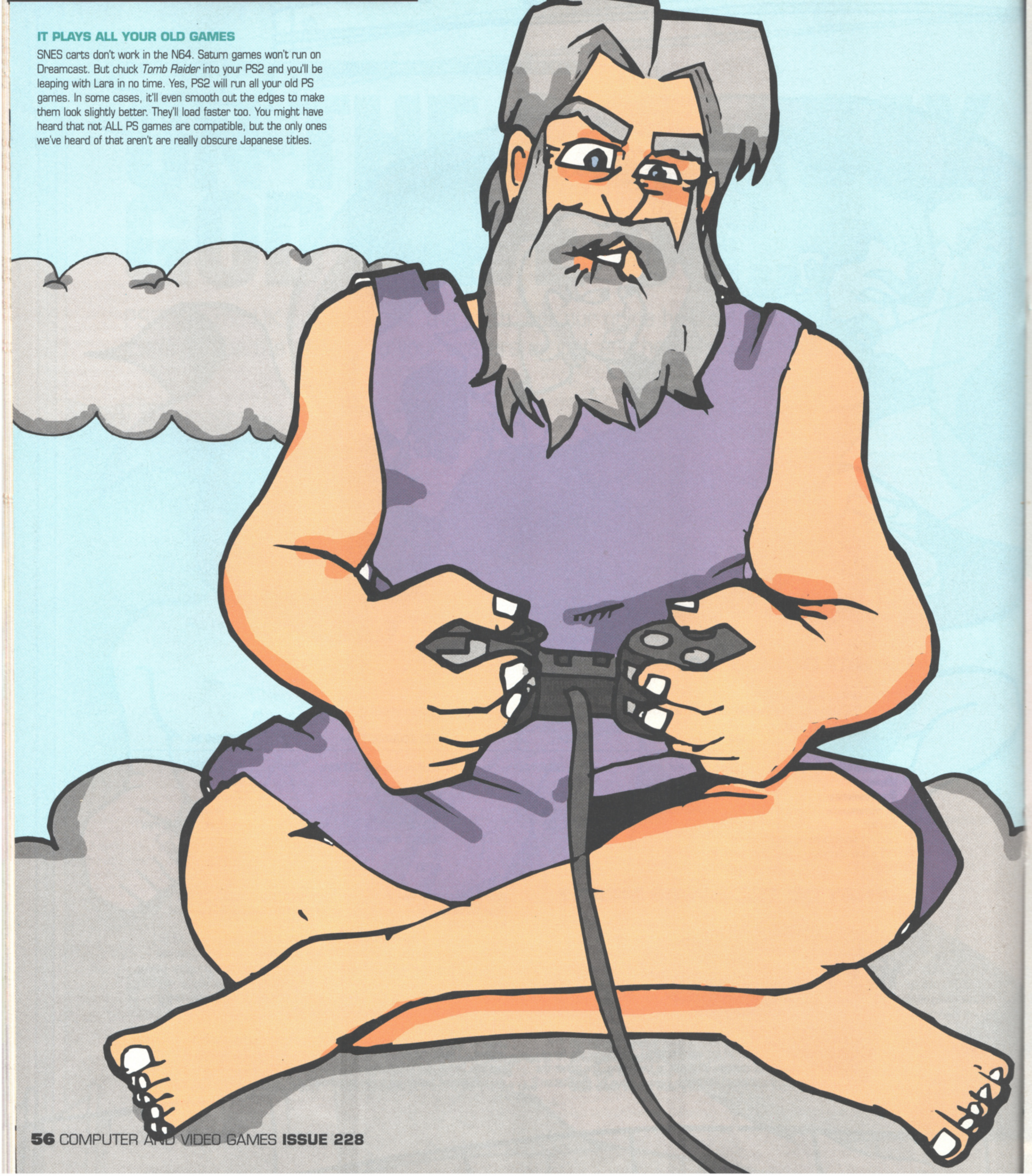
3D performance is the interesting bit. Everything in 3D games is built out of small geometric shapes (polygons). The less polys per second a machine can produce, the rougher the visuals look. Dreamcast manages to make great looking games with its 3 million polys, but PS2's 20m polys make *Metal Gear 2* in action look just like FMV. Not all PS2 games currently look that good, but the power is there to make sure they all should do in the future.

THE COST

PS2 isn't cheap compared to other machines on the shelves, but bear in mind the original PS launched at £299.99. The price will drop as the machine gets older – just look at the new official Dreamcast RRP of £150. Is it worth the cash? Only you can decide, but scope these pages and you'll see you get a lot for you wonga.

IT PLAYS ALL YOUR OLD GAMES

SNES carts don't work in the N64. Saturn games won't run on Dreamcast. But chuck *Tomb Raider* into your PS2 and you'll be leaping with Lara in no time. Yes, PS2 will run all your old PS games. In some cases, it'll even smooth out the edges to make them look slightly better. They'll load faster too. You might have heard that not ALL PS games are compatible, but the only ones we've heard of that aren't are really obscure Japanese titles.



A CINEMA AS WELL AS AN ARCADE

PlayStation 2 isn't just about games. Oh no. It doubles as a DVD movie player, exploding Hollywood blockbusters all over your screen. The gains over video cassette are like the difference between audio tapes and CDs. The visual quality rivals the cinema screen if your TV is good enough, the sound is incredible and you can instantly skip to your favourite part of a movie like you'd select your favourite track on a CD.

Europe gets it easier

In Japan, watching DVDs on PS2 involved copying files to memory cards, but the UK PS2 makes it easier. The software needed to decode the data on a DVD movie is included inside the machine, so you can chuck in a film and start viewing straight away, which can't be bad.

Dedicated to succeed

At the Japanese launch some complained about the quality of the DVD playback on PS2. Sure it can't compete with top of the range players that cost around £1600, but it easily matches dedicated players in its priceband. The difference is, with PS2 your £300 pounds buys you the world's most powerful games machine along with a tasty DVD movie player.

DVD VS VHS – WHAT'S THE DIFFERENCE?

DVD is the format of the future. This comparison shows why.

Matrix DVD

Price: £16

Picture: TV broadcast quality

Sound quality: Twice as good as CD

Quality deterioration: None

Special features: Director and cast profiles, 'Making of' documentary, special effects exposed and DVD-ROM features

Matrix VHS

Price: £13

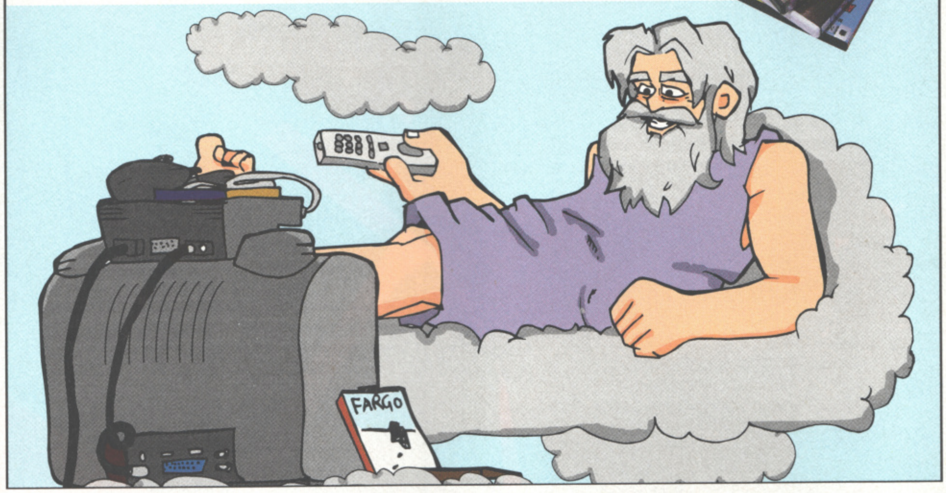
Picture quality: Less than half the resolution of TV

Sound quality: Comparable to a good audio tape

Quality deterioration: Picture quality degrades each time the tape is played

Special features: None

METAL GEAR SOLID 2
THE TRAILER



PS2 WILL SURF THE NET

Dreamcast seized the initiative and was the first console to go online. Sony believes this is the future for PS2 as well, but wants to wait until Net connections are a lot quicker before taking the plunge. The preparations are well advanced for this happening. This winter, Sony will offer a hard drive for PS2 in Japan, and the UK gets one in 2001.

Can't wait, won't wait

If you can't wait that long to surf, don't worry. In the meantime, Sony will be allowing selected third-parties to offer modems similar to those in Dreamcast. We won't see them until next year, though, but it's a big relief to console webheads. Sony's own internet plans involve broadband technology, which allows data to pushed along telecom lines much more quickly than a standard modem. Given that Sony's plans include sending video, music and even whole games along the information superhighway, they're wise to wait for technology to catch up.

HAVE YOU ORDERED YOURS YET?

Thinking of buying a PS2 on launch day? Think on. There'll be none in the shops, and as CVG went to press it looked likely that due to limited stock the only way you'll get one this year is if you placed a pre-order back on September 7th. We did warn you in previous issues, so you're all out of excuses if you're caught short now. Best bolt down to your local games shop right now to check out the latest on the pre-order waiting list. Exactly how many PS2s will be available for sale in the UK remained something of a mystery right up until pre-orders opened. Turned out that the picture wasn't a bleak as was feared – Sony sent out 200,000 pre-order forms, but those were thought to have gone within a few days. So unless Sony has got more stock and issued more pre-order forms, you won't be playing *Tekken Tag Tournie* on PS2 with granny this Xmas unless you were on the case back in September. See page 18 in Scoop! for more details.

THE CONTROLLER IS FULLY ANALOGUE

The PS2 pad looks identical to the existing PS Dual Shock pad, only it's black instead of grey. Inside, though, it's all change as every button is analogue, except start and select. Apparently, 256 levels of sensitivity are recognised for each button press. It's not how hard you initially press the button that counts, it's how much pressure you exert on it when it's already depressed. Not all games will support it, but *GT 2000* for one certainly makes its cars accelerate harder if you're more forceful with the X button. Plus, from what we can work out, they've made the analogue sticks slightly stiffer too.

Old Friends

It's not just your old games that will work with PS2 - many old peripherals are 100% compatible too. Your Dual Shock will work fine provided the game doesn't need all the analogue sensitivity of PS2's Dual Shock 2 pad. At the moment, very few games do, but as designers learn to exploit more of the black box's latent power, this could well change. Your memory cards will work too, but you'll find they fill up much quicker. The Sony PS2 Memory Card has a capacity of 8Mb, compared to the 1Mb of the original PS memory card, and PS2 games tend to have much larger save files as a result.

Unofficial add-ons

Third- party manufacturers are also getting in on the act, rolling out PS2-specific peripherals to complement Sony's pad and memory card combo. Here's a few of the more interesting ones that are around already:

- Where would you be without your VCR remote? Lost. Mad Catz/Wild Things don't want you to suffer a state of non-remoteness when you use your PS2 to play films, so they've made a remote for it. So there's no need to get out of your seat. Ever.

- Steering wheels are pretty commonplace, but what about two wheeled racers? Where's the realistic controller? Right here. It's by Wild Things and could be just the job for leather-clad bike heads. Combine this baby with a title like *Moto GP500* from Namco for some seriously white-knuckle results.

- OK, so you've got some pads from your PS already, but the question is: have you got a multitap as well so you and all your mates can get it on simultaneously? With plenty of four or more player titles from shooters like *TimeSplitters* to sports sims like *FIFA 2001* on their way, one of these could be crucial. So Mad Catz have got this new 'tap to sort you out. With any luck, Sony should also be releasing their official multitap alongside the PS2 next month.

CVG RECKONS

So that's what all the fuss is about. Impressed? You should be – you won't see a technically superior machine for at least another year in the UK. There's been much talk about the launch game line-up being less than mind-blowing, which will put some players off. But given that most of us won't get the chance to buy one of these babies until next year, the launch line-up is a bit irrelevant. By the time PS2 is widely available here in the UK, there'll be a far bigger choice of games, and we all know dead-cert killer titles like *Metal Gear 2* are in the works too.

Taking The Pee Ess Too?

Things will get even better next year when more cool add-ons come out, including the hard drive and Net capability, which may one day come as standard with PS2. And the so-called Digital Entertainment Network may mean we never have to visit a shop to buy games again. But if you get a PS2 this year, be aware you're gonna need to splash out later on to take full advantage of the technology. Sorry Sega, but the school bully's in the console playground and he's got a big stick with him. This Christmas could be Dreamcast's last chance to establish a strong following.

PULL-OUT POSTER

computer and video GAMES

METROPOLIS STREET RACER: The city streets are never going to be safe again. Let's ride

D

Ever wanted to get paid for playing games? Well here's your chance. If you can cane your favourite title enough and come up with some top cheats or hints, then try sending them to us. If we print them, we'll send you a shiny new tenner in return.

EASY

TIP OF THE MONTH

PC CD ROM

■ DEUS EX

Martin Beloni of Belsize Park, London, rips Deus Ex wide open with some white hot cheats. We've bunged a copy of Diablo II in the post as a small token of our thanks...

Open the *Deus Ex* folder in your C-Drive and edit the User.ini file inside and assign a free letter on your keyboard to the command 'talk'. Then, while playing, press this key, delete the word 'Say:' and type in: set DeusEx.JCDentonMale bCheatsEnabled True. You can now input these cheat codes.

CHEAT	CODE
God mode	god
All weapons	allweapons
Ammo refill	allammo
Loadsa skill points	allskillpoints
Basic Augmentations	allaugs
Refill health	allhealth
Refill energy	allenergy
1000 extra credits	allcredits
Unlock all images	allimages
Spawn a large group of enemies	spawnmass
Unlock door	opensesame
Special Menu	legend
Kill enemy	tantalus

DREAMCAST

■ VIRTUA TENNIS

Thanks to Giles Fisher in Bodmin for serving up the skinny on these extras in Circuit mode.

CIRCUIT MODE CHALLENGE BONUSES: Win some of the Circuit Challenges to get these rewards. Giant Ball – Win to get a fire shirt with a flame printed racquet. Cannon Ball – Camouflage shirt with Walkie Talkie racquet. Smash Box – Zebra shirt. Drum Shooter – Giraffe shirt. Pin Crasher – Bowling shirt with bowling pin racquet. Bull's Eye – Sunflower racquet. Return Ace – Chinese shirt with wok racquet. Big Wall – Tambourine racquet.

TECHNIQUES: Giant Ball – Start with a strong hit. When there are only a couple left, move toward the net during play as the opponent usually stays on his baseline. Cannon Ball – All about accuracy. Hit the corner cannons and make the ball rebound onto another. Smash Box – This is a lot to do with luck, just keep trying. Drum Shooter – Hit every shot back. Learn the bounce distances so you can hit the drum you are aiming at every time. Leave the side drums to last, as they're easiest, and get a rhythm hitting the middle drums in a row first. Stay just inside the baseline. Pin Crasher – Remain stationary always and learn the shot angles. Bull's Eye – Stay just inside the baseline and use lobs. Return Ace – Hit the second from right front row box on your first serve. Big Wall – Use a normal hit first and move from right to left. Then use lobs and move from left to right and finally use your normal shots to get rid of the rest.

40 - 0
2P 0
1P 40

■ V-RALLY 2

Thanks to Justin Fareham in Dunstable for this.

GET EVERYTHING: Enter the Options menu then, on the game progression screen, press L trigger, R trigger, D-Pad Left, D-Pad Right, D-Pad Left, D-Pad Right, D-Pad Up, D-Pad Down, D-Pad Up, D-Pad Down, A, A, A. Next hold A over any car or trophy to unlock it. Also, try pressing A twice over the car in the bottom right of the screen to watch a cool movie.

GAME BOY COLOR

■ PERFECT DARK

Here are a few extras that Simon Entwhistle in Thurrock has found for this GBC classic.

UNLOCK JUNGLE CHASE MINI GAME: Complete the Jeep section on the Jungle stage successfully to find Jungle Chase mini game in the Extras menu.

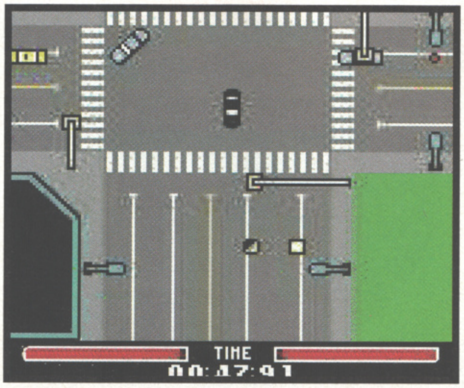
UNLOCK MAX DANGER IN MULTIPLAY: Meet Max Danger in the room on the left of the silo after completing the sniper section to unlock him.

UNLOCK PERFECT DARK N64 CHEATS: Insert your Game Boy Color Perfect Dark into a Transfer Pak while the N64 version is running to get access to loads of cheats including Cloaking Device and All Guns in single player. Very sweet.

■ DRIVER

William Stott from Reading must've broken a few laws to get this final level code to us so quick!

LEVEL SELECT: Enter password Tyre, Key, Traffic Cone, Traffic Lights at the password entry screen.



MONEY

PLAYSTATION

JACKIE CHAN STUNTMASTER

At last, the first real cheats we've seen available for this game, courtesy of Darren Stockton in Cardigan.

ALL LEVELS OPEN: On the Press Start screen, hit L2, Square, Triangle, Circle, X, R2, R2. You'll hear a sound if the code was entered correctly. Now after the intro movie you'll see all the levels are open on the map screen.

SECRET MOVIE: To see a hidden movie that contains an interview with Chan himself as well as some behind the scenes footage, at the Press Start screen hit D-pad left, D-pad right, R1, Circle, Square, Triangle, Triangle. You should see a message at the bottom of the screen saying 'Bonus Movie Press X'. No prizes for guessing what you gotta do now.

JACKIE
2 HITS

NIGHTMARE CREATURES 2

Sven Reitlund from Sweden has played it through, chewed it over and sicked up some cheats to ruin it for you. Bless.

CHEAT MENU: In game, pause and press R2 + L1 + Square + Circle + Select. From here you can activate other cheats.

ONE HIT ONE KILL: At the Cheat Menu hit L1 + L2 + R1 + Square + Select for this monster killing cheat.

LEVEL SELECT: In game, hold L1 + R2 + Circle + Square. Text should appear in the upper left corner of the screen. Now press D-pad left or right to select your level.

UNLIMITED CONTINUES: From the Cheat Menu, press L1 + R2 + R1 + Select.

MAX POWER UP ITEMS: In the Cheat Menu, press L1 + R1 + Select. Now when you pick up an item it'll give you the maximum increase for that item type.

NINTENDO 64

EXCITEBIKE 64

Arguably the N64's best racer, this is deservedly enjoying widespread acclaim. Clive Sutton from Pwhelli sent in a few extras to prolong the pleasure.

GET CHEAT MENU: At the Main Menu, hold L, C-Right, C-Down, A.

MIRROR MODE: Enter YADAYADA as a code at the Cheat Menu to be able to race on 'flipped' versions of all the tracks. RIDE AT NIGHT: Enter MIDNIGHT as a code at the Cheat Menu to race into the wee small hours. SMALL HEAD MODE: Enter PINHEAD as a code at the Cheat Menu. STUNT BONUS: In order to increase your points awarded for stunts to the highest possible level, enter SHOWOFF at the Cheat Menu. DISAPPEARING RIDERS: At the Cheat Menu, enter the word INVISRIDER.

ROAD RASH 64

Here's some brand new game spoiling codes for all of you that are finding this one difficult. Just say 'cheers matey' to Dan Williams of Highgate.

ALL WEAPONS: At the Main Menu, press C-Up four times, C-Down, L, C-Left then Z. This code works in Multiplayer and Thrash modes, not the Big Game.

ALL BIKES AND TRACKS: At the Main Menu, press C-Up, C-Left twice, C-Right, L, R, C-Down, Z.

RIDE AS A COP: At the Main Menu screen press Z, C-Left, C-Down, C-Left, Z, L, R, C-Down.

EXTRA SPEED: At the Main Menu, press C-Up, C-Left twice, C-Right, L, R, C-Down, Z.

PC CD-ROM

KISS: PSYCHO CIRCUS

A surprisingly solid game given its inspiration was a bunch of old metallers whose rock was almost as heavy as their make-up. Cheers to Gavin Harris from Dunstable for these cheats.

While playing a game, hit the Tilde (~) key to bring up a console, then enter the following codes for their corresponding cheats.

CODE	CHEAT
invuln	Invulnerable
noclip	No clipping
nextarmor	More armour
nextmonster	Next enemy
prevmonster	Previous enemy
gimmiegimmiegimmie	Give all
notarget	Turn off targeting
chasecam	Change view angles
restartlevel	Restart

GAME

Star Trek vs Star Wars: we settle the argument

WORDS: LEE SKITTRELL

A long time ago, in a galaxy not at all far away, two rival sets of sci-fi fans began an epic struggle over which was best, Star Wars or Star Trek. For Trekkers, the rough-around-the-edges shenanigans, and Force tomfoolery of Skywalker and co is nothing more than a dull saga about dislikeable characters. For Star Wars fans, those clinical Starfleet environments and easily concluded stories make you want to lightsabre off Spock's stupid pointy ears. Nothing compares to the bitter squabbling that goes on between these opposing sets of fans, and none more so than between

STAR WARS

Just like Star Trek, the Star Wars saga has been thrilling people for a long, long time, and has an equally massive back catalogue of dismal games. Trawl through the trash, though, and you will unearth the occasional gem.

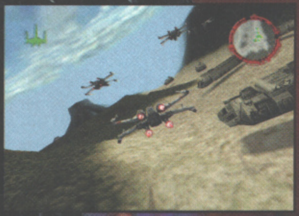
"Star Wars rules all – two words: Lightsabres." Er, that's one word, Les

"Boba-Fett. Boba-Fett."

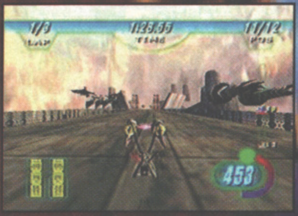
"Darth Vader is Lord. Star Wars is best."

"It's got to be Star Wars. Trek's just too cheesy and so are the games."

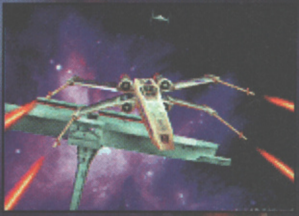
THE FORCE IS STRONG



Star Wars Rogue Squadron, N64/PC. A top-notch aerial combat extravaganza

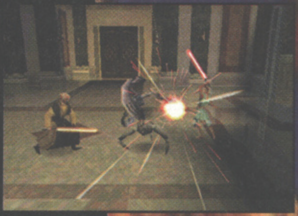


Episode One Racer, N64/PC/DC. An incredible high-speed joyride



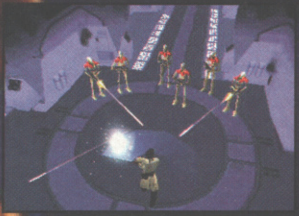
Star Wars X-Wing: Alliance, PC. Vicious space dogfights with awesome craft. Yes!

THE DARK SIDE

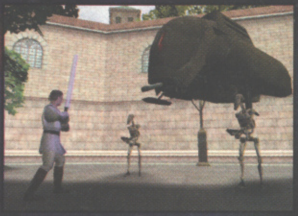


Jedi Power Battles, PS/DC. Even worse than the offensive *Phantom Menace*. Horrible

COMING SOON



Episode One: Starfighter, PS2. Release Nov. Star Wars action's looking fine on PS2



Star Wars: Obi-Wan, PC. Release TBC. In development for ages but still looking hot

E WARS

ent in the battle of the two big space game brands

ELL **PICS:** KENNY P

sci-fi
Star
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dull
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our evil Darth Les and curious Science Officer Lee. But for two of the biggest licences in the world, it's most illogical that the videogame incarnations of Trek and Wars over the years have been, at best, merely average. But with the likes of *Star Trek Voyager: Elite Force* and *Episode One: Starfighter*, the big licensed space games are starting to get special. We trawl through the galaxial wastelands of Star Trek and Star Wars games in a continuing mission, to settle the argument once and for all, and to boldly decide which sci-fi saga is best for games. Cue rousing theme tune and roll credits.

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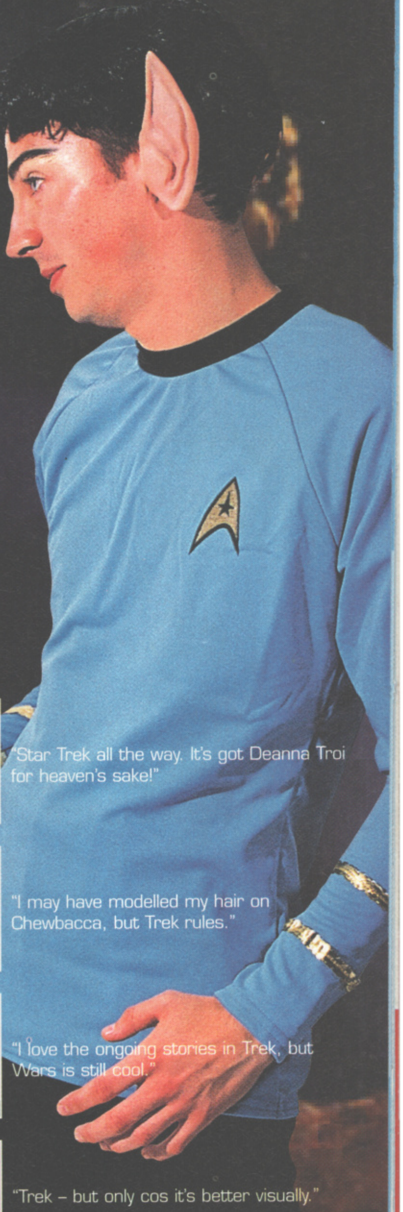
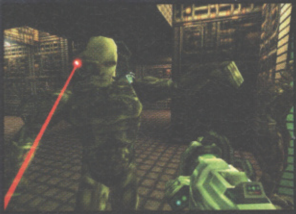
In
hot



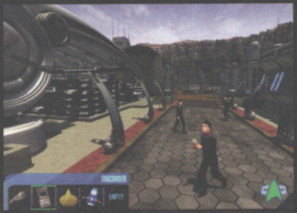
STAR TREK

As you'd expect with a franchise that's run for over thirty years, there's been a whole transporter load full of Star Trek tie-ins. Here are the games to seek out, some to look forward to and the worst offender to phaser out of existence.

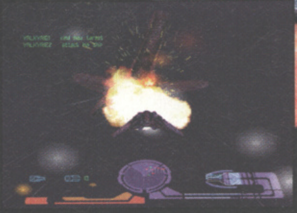
WARP 8 – ENGAGE



***Star Trek Voyager: Elite Force*, PC. FPS with authentic atmosphere and stunning visuals**

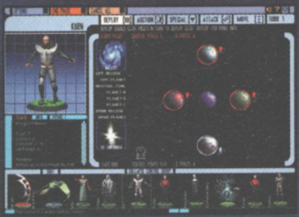


***Star Trek: Hidden Evil*, PC. Decent looking, respectable third-person action adventure**



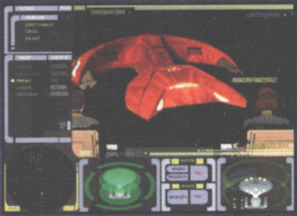
***Star Trek: Invasion*, PS. Absolutely brilliant, if dumbed down, Trek space shooter.**

SHE CANNAE TAKE IT!

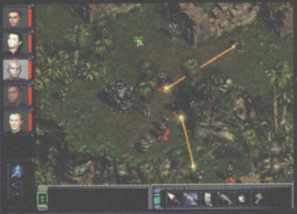


***Star Trek: Conquest Online*, PC. Souped-up chess with federation characters? Bah**

NEXT GENERATION



***Star Trek: Bridge Commander*, PC. Release TBC. Command a vessel, create your destiny**



***Star Trek: Away Team*, PC. Release TBC. Tactical missions on hostile planets**

"Star Trek all the way. It's got Deanna Troi for heaven's sake!"

"I may have modelled my hair on Chewbacca, but Trek rules."

"I love the ongoing stories in Trek, but Wars is still cool."

"Trek – but only cos it's better visually."

THE JUDGEMENT

Both have plenty of gaming skeletons in their cupboards, but the number – and sheer badness – of the Wars turkeys almost swayed it. That said, the best of the Wars games are better than the best of Trek, making for no obvious overall winner. We had to put it to the vote, but were split 4-4. So the only fair way to settle it was for Les and Lee to try to leather each other into submission (see left). The winner? Star Wars.

SIDEWALK SURFER

Grind to the top with our Ollie-tastic guide.

WORDS & SCREENSHOTS: MAURA SUTTON

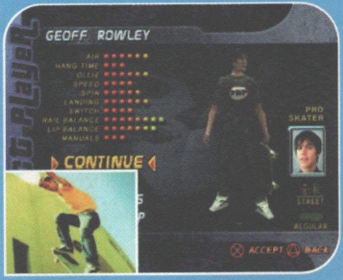
It may look like a simple game involving a small plank of wood, some plastic wheels and loads of blokes in baggy trousers, but *Tony Hawk's Pro Skater 2* is so much more. It's not just about being able to jump off ramps without landing on your butt, it's about reaching for impossible targets and exploding with joy when you succeed after hours of practice. And the biggest challenge of all is discovering all the secret areas and hidden items that are strewn everywhere like bogroll at a footy match. Over the next ten pages, we'll take you through the game, area by area, showing you how to get the most points, where to look for all the difficult-to-find stuff and how to rank up there with The Man himself. But before you pick up your board and charge in headfirst, you'd better learn how to pull all the skaters' special moves.

SPECIAL MOVES

There are three new skaters in *Tony Hawk's Pro Skater 2*, each with their own armoury of cracking special moves. On top of that, all the boarders from the first game have added some smooth new specials to their trick lists. To do these board-busting specials you first have to get your skater's Special guage to turn yellow by pulling off enough cool moves. When it does, you're ready for a special move. Just check this list and choose your moves, dudes.

ELISSA STEAMER
PRO SKATER
ROTATE
ACCEPT
BACK

ELISSA STEAMER
MADONNA TAILSLIDE: Up, Left, Triangle
HOSPITAL FLIP: Left. Right, Square
INDY BACKFLIP: Up, Down, Circle


GEOFF ROWLEY
CONTINUE
PRO SKATER
ACCEPT
BACK

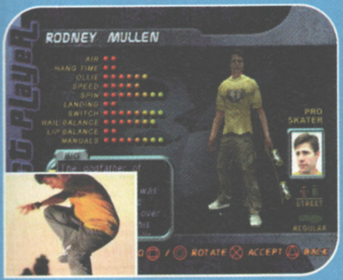
GEOFF ROWLEY
ROWLEY DARKSIDE: Left, Right, Triangle
DOUBLE HARDFLIP: Right, Down, Square
HALF-FLIP CASPER: Right, Left, Square

ANDREW REYNOLDS
CONTINUE
PRO SKATER
ACCEPT
BACK

ANDREW REYNOLDS
NOSEGRAB TAILSLIDE: Up, Down, Triangle
TRIPLE HEELFLIP: Up, Right, Square
HARDFLIP LATEFLIP: Up, Down, Square

CHAD MUSKA
CONTINUE
PRO SKATER
ACCEPT
BACK

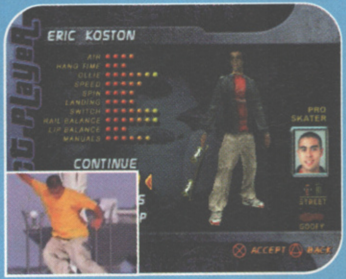
CHAD MUSKA
HURRICANE: Down, Right, Triangle
MUTE BACKFLIP: Up, Down, Circle
HANDSTAND N MANUAL: Right, Up, Circle


RODNEY MULLEN
PRO SKATER
ROTATE
ACCEPT
BACK

RODNEY MULLEN
HEELFLIP DARKSLIDE: Right, Left, Triangle
NOLLIEFLIP UNDERFLIP: Down, Left, Square
CASPER TO 360 FLIP: Down, Right, Circle

BUCKY LASEK
PRO SKATER
ROTATE
ACCEPT
BACK

BUCKY LASEK
THE BIG HITTER: Left, Down, Triangle
ONE FOOT JAPAN: Up, Right, Circle
FINGERFLIP AIRWALK: Left, Right, Circle


ERIC KOSTON
CONTINUE
PRO SKATER
ACCEPT
BACK

ERIC KOSTON
THE FANDANGLE: Right, Down, Triangle
INDY FRONTFLIP: Down, Up, Circle
PIZZA GUY: Down, Left, Circle

STEVE CABALLERO
PRO SKATER
ROTATE
ACCEPT
BACK

STEVE CABALLERO
HANG TEN: Right, Up Triangle
TRIPLE KICK FLIP: Up, Left, Square
FS 540: Right, Left, Circle

RUNE GLIFBERG
CONTINUE
PRO SKATER
ACCEPT
BACK

RUNE GLIFBERG
ONE FOOT BLUNTSIDE: Left, Up, Triangle
KICKFLIP 1 FOOT TAIL: Left, Down, Square
CHRIST AIR: Left, Right, Circle

KAREEM CAMPBELL
CONTINUE
PRO SKATER
ACCEPT
BACK

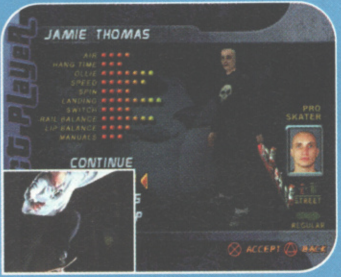
KAREEM CAMPBELL
NOSEGRIND TO PIVOT: Down, Up, Triangle
GHETTO BIRD: Down, Up, Square
CASPER: Left, Down, Circle

BOB BURNQUIST
PRO SKATER
ROTATE
ACCEPT
BACK

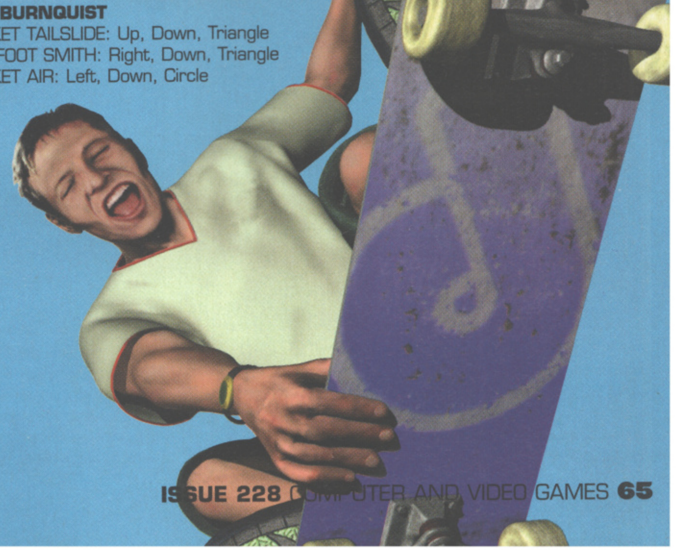
BOB BURNQUIST
ROCKET TAILSLIDE: Up, Down, Triangle
ONE FOOT SMITH: Right, Down, Triangle
RACKET AIR: Left, Down, Circle

TONY HAWK
PRO SKATER
ROTATE
ACCEPT
BACK

TONY HAWK
OVERTURN: Down, Left, Triangle
SACKTAP: Up, Down, Circle
THE 900: Right, Down, Circle


JAMIE THOMAS
CONTINUE
PRO SKATER
ACCEPT
BACK

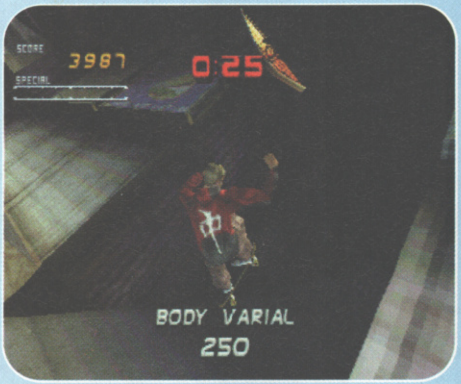
JAMIE THOMAS
BENI F-FLIP CROOKS: Down, Up, Triangle
LASER FLIP: Down, Right, Square
ONE FOOT NOSE MAN: Left, Up, Circle



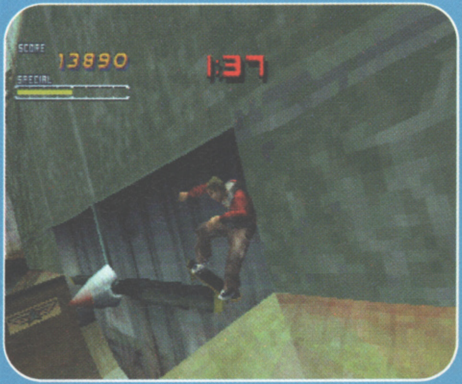
MASTERCLASS TONY HAWK'S PRO SKATER 2

1: THE HANGAR MULLET FALLS MT

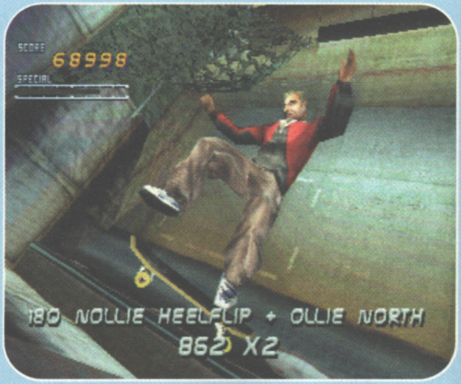
When hangin' out in the hangar with the fly boys, you've gotta know what to do. Here's how to get your Wings, find all the secret stuff and pull tricks that'll make you a winner


SCORE 3987
0:25
SPECIAL
BODY VARIAL
250

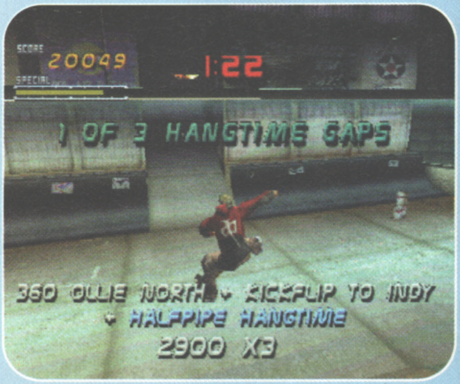
GET YOUR WINGS:
Of the five Pilot Wings, this is the most difficult to get. Build up your speed before racing up the ramp at the side of the entrance. Ollie up and spin across to reach the wings. You'll make it in the end


SCORE 13890
1:37
SPECIAL

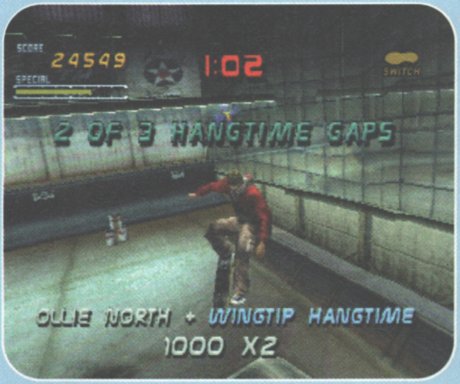
SECRET HALF-PIPE:
Build up some speed on the main half-pipe, then Ollie up and grind the propeller. You'll hear a click and an area will open up behind. You then have access to another half-pipe and loads of cash


SCORE 68998
SPECIAL
180 NOLLIE HEELFLIP + OLLIE NORTH
862 X2

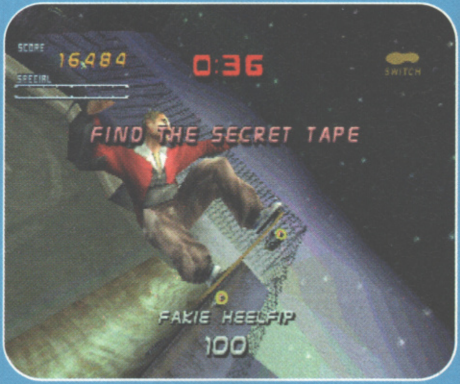
BUILDING UP THE BIG SCORE:
When trying to rack up the big money-making points, we prefer the area just behind the main half-pipe as you're not hampered by any aerial impediments, such as the rails across the main half-pipe


SCORE 20049
1:22
SPECIAL
1 OF 3 HANGTIME GAPS
360 OLLIE NORTH + KICKFLIP TO INDY
+ HALFPIPE HANGTIME
2900 X3

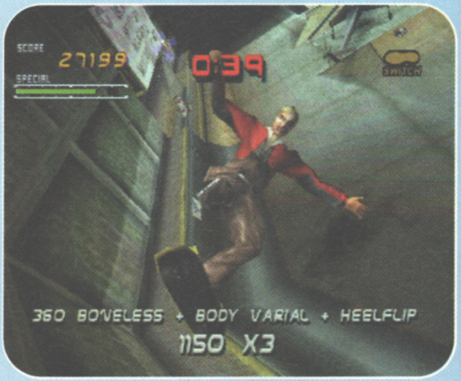
HANGTIME GAPS:
These are sweet for some serious points. Race down the ramp right at the start of the level, then Ollie across the half-pipe, throwing in a couple of spins to propel you across the gap. If you get this one right, then you'll get a message flashing across the screen...


SCORE 24549
1:02
SPECIAL
SWITCH
2 OF 3 HANGTIME GAPS
OLLIE NORTH + WINGTIP HANGTIME
1000 X2

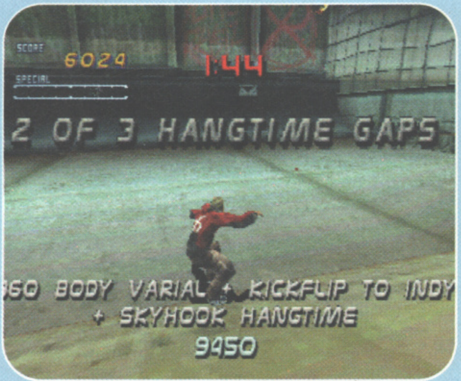
...when you hit the other side, speed up on the opposite wall ramp before turning and Ollie across the wings of the aircraft. You have to have built up enough speed for this one and if you haven't it won't register, so you might have to circle around, build up more speed and try again. Spinning (R1 and L1) will help you travel further


SCORE 16484
0:36
SPECIAL
SWITCH
FIND THE SECRET TAPE
FAKIE HEELFLIP
100

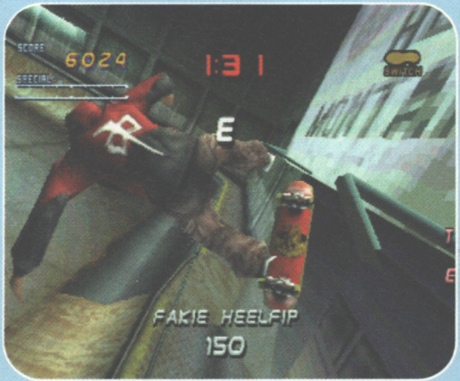
SECRET TAPE:
Firstly, smash your way through to the left hangar, then Ollie across the helicopter and grind one of the blades. If you've done it right, you'll hear a smashing noise, the chopper will take off and a door will open to the left. Skate inside and leap up to get the tape


SCORE 27199
0:39
SPECIAL
SWITCH
360 BONELESS + BODY VARIAL + HEELFLIP
1150 X3

This is the hardest of the three because it won't count unless you do it exactly right. Ollie through the glass into the next hangar. Circle the chopper a few times to build up speed, and pull some tricks to light your Special meter. If you fall over, you'll have to start again and keep building up the momentum otherwise you'll never have enough speed to make the jump...


SCORE 6024
1:44
SPECIAL
2 OF 3 HANGTIME GAPS
360 BODY VARIAL + KICKFLIP TO INDY
+ SKYHOOK HANGTIME
9450

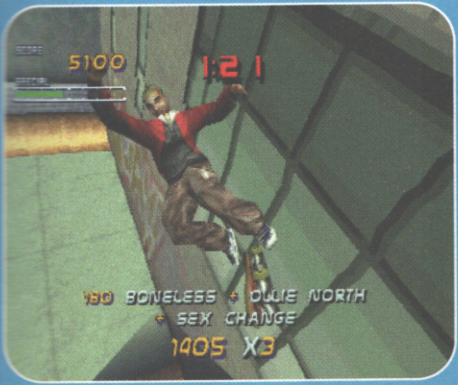
...start your run in the top corner, to the left of the notice board. Ollie diagonally across the blades of the chopper. If you've built up enough speed you'll make the jump. If it still doesn't register it means you haven't caught enough hangtime and you'll have to try again. Just keep circling around and try and go for that sweet spot on the lip of the ramps to give you the perfect boost


SCORE 6024
1:31
SPECIAL
SWITCH
E
FAKIE HEELFIP
150

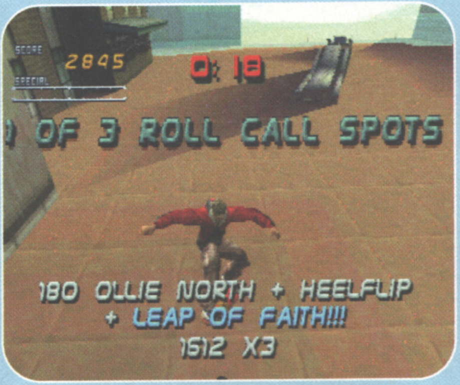
NOT SORTED FOR E:
The 'E' letter is dead tricky to get. It's in front of the noticeboard in the chopper hanger, above two rails. If you have a taste for danger and want to do things the hard way, you can jump up and grind the higher rail, or take the soft option by skating up the ramp to the side and Ollieing across. Use (R1) to gain height by spinning

2: SCHOOL II | SOUTHERN CALI

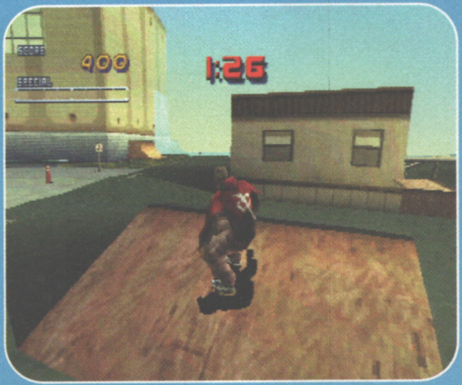
Although this area is only the second one you open in the game, it's one of the most difficult to complete. Here's how to crack it...


SCORE
5100
1:21
SPECIAL
180 BONELESS + OLLIE NORTH
+ SEX CHANGE
1405 X3

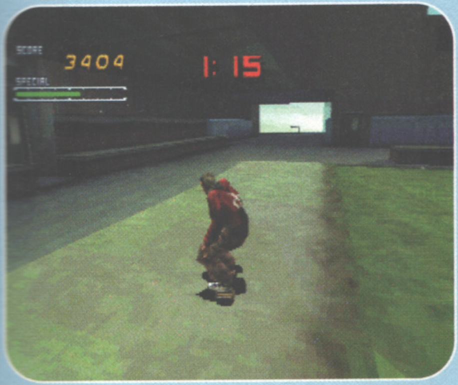
POINTS A-PLENTY:
The best area to start building up your points tally is directly to the left of the starting point. The far ramp provides major air and the chance to throw in loads of slick combos


SCORE
2845
0:18
SPECIAL
1 OF 3 ROLL CALL SPOTS
180 OLLIE NORTH + HEELFLIP
+ LEAP OF FAITH!!!
1612 X3

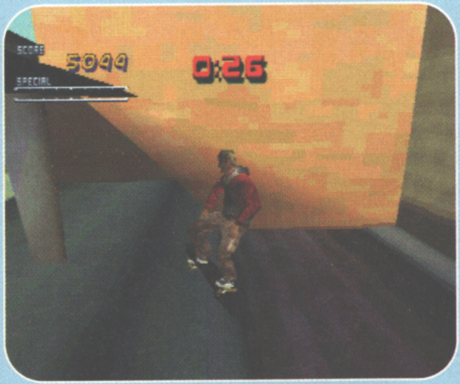
LEAP OF FAITH:
Skate straight ahead from the start. As you approach the edge to the left of the stairway, Ollie over the rail and plummet to the ground. Use the D buttons to land safely and complete the transfer


SCORE
400
1:26
SPECIAL

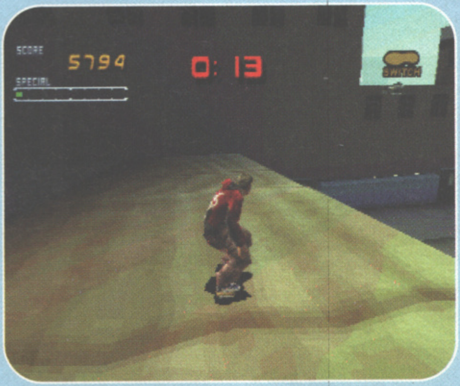
TC'S ROOF GAP:
Skate to the end of the level near the 'No Parking' area. Ollie off one of the two small ramps ramps onto a building and then jump across the gap and pull a kickflip (Left and Square) as you do


SCORE
3404
1:15
SPECIAL

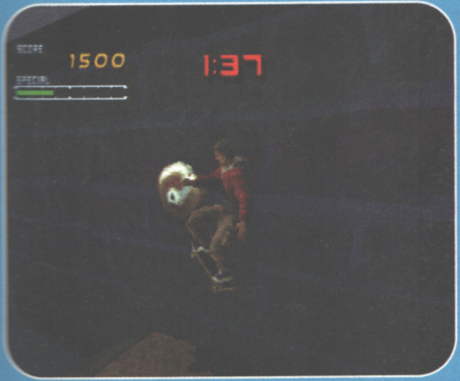
SECRET TAPE:
This tape is fiendishly difficult to get. You'll be able to see it near the end of the stage. When you start the level, immediately head right, down the passageway, then turn left and skate to the left of the rectangular area with a wooden ramp in the middle...


SCORE
5044
0:26
SPECIAL

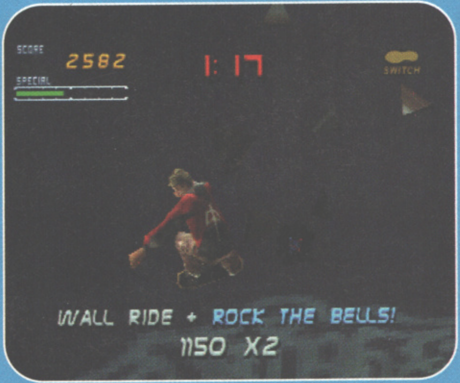
...leap over the low wall at the far left side, just before the blue lockers on the left. You should be in a very slender alcove. Carefully manoeuvre yourself so that you are facing the upper ledge of the alcove and Ollie up on top. Skate along to the right and collect your cash prize. Be careful not to skate over the edge and fall off...


SCORE
5794
0:13
SPECIAL
SWITCH

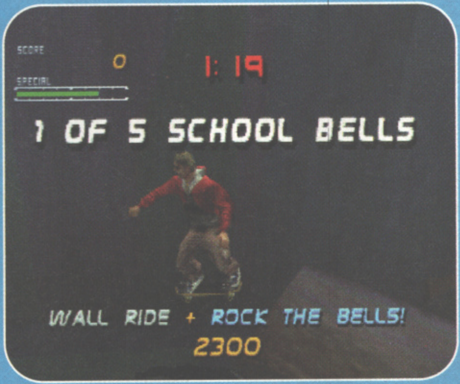
...now turn back and take a long run up to the far wall. Your aim is to wall-ride across to the gap on the right. This is one of the most difficult moves in the game, so watch out. When you reach the roof on the right, jump down to get the tape. Hopefully the cash you get for finding it will make it worth all that effort


SCORE
1500
1:37
SPECIAL

RING THE BELLS:
Two of the five school bells you have to ring are easy pickings. The other three are really tricky. Bell number one requires you to approach it sideways, travelling at speed. Ollie up towards the bell and then press Triangle to ride the wall and ring the bell. When you land, watch for the rampaging golf cart out to spoil yer day


SCORE
2582
1:17
SPECIAL
SWITCH
WALL RIDE + ROCK THE BELLS!
1150 X2

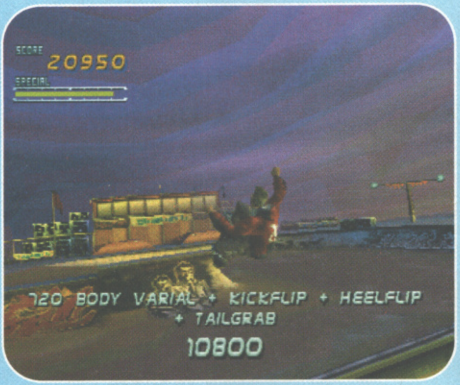
...this bell near the locker area is even worse. Skate up the ramp as fast as you can, keeping close to the wall. At the last minute, do a wall ride to ring the bell. It sounds easy, but the sloping platform makes it hard to maintain the right speed levels to ride the wall at bell height. The rampaging golf cart is never far behind, so keep your eyes and ears open or you'll be squished flat as a pancake


SCORE
0
1:19
SPECIAL
1 OF 5 SCHOOL BELLS
WALL RIDE + ROCK THE BELLS!
2300

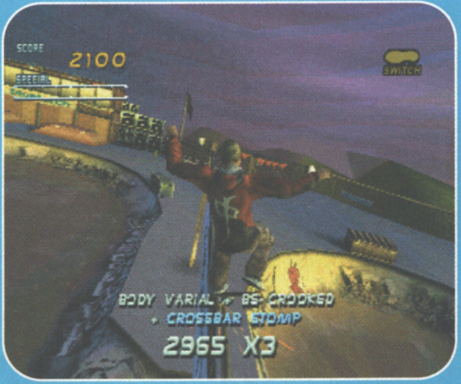
If you thought the first two were bad, then try this one out for size. This little beauty requires a cunning two-pronged strategy. Approach at speed from the right and Ollie onto the platform. Quickly jump up and wall-ride over the green box and ring the bell. If you manage to pull this off the first time, then you can count yourself on a par with the mighty Hawkster himself

3: MARSEILLE ONE HELL OF A SKATE PARK

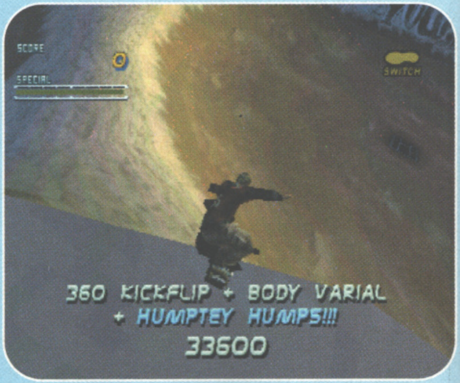
This is one of the world's best known and coolest skate parks. If you need to look good anywhere, it's here. Your task is to skate in the best of three heats to win a $7500 prize


SCORE 20950
SPECIAL
720 BODY VARIAL + KICKFLIP + HEELFLIP + TAILGRAB
10800

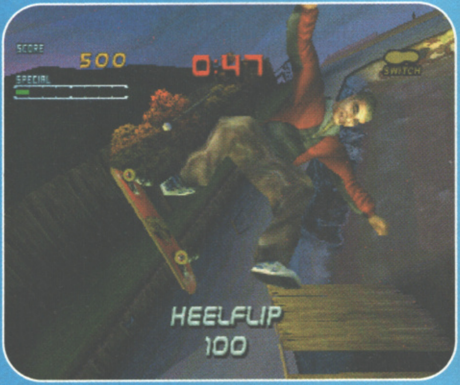
POINTS MEAN PRIZES:
For easy points, head for the area to the right of the park. The slopes are just the right gradient to let you to catch maximum air, and you won't waste time skating to the end of the park


SCORE 2100
SPECIAL
SWITCH
BODY VARIAL + BS CROOKED + CROSSBAR STOMP
2965 X3

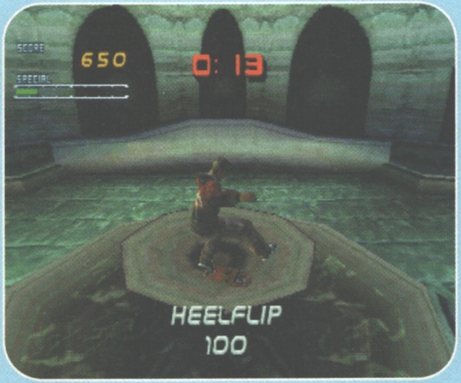
CROSSBAR STOMP:
Instead of Ollie-ing over the banner, stop when you reach the top and press Triangle to grind across. If you keep your balance for the duration, you'll have completed this transfer. And get 2000 points


SCORE 0
SPECIAL
SWITCH
360 KICKFLIP + BODY VARIAL + HUMPTEY HUMPS!!!
33600

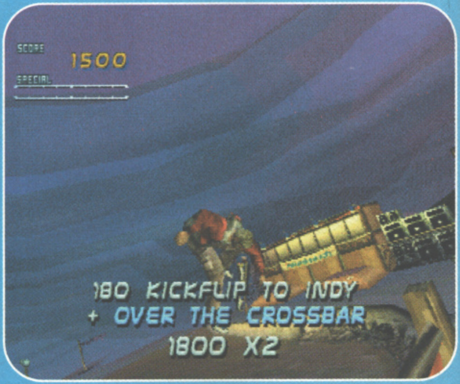
HUMPETY HUMPS:
For at least 5000 points, simply Ollie from one of the pools at the far end of the level over the hump underneath the banner. Feeling really adventurous? Throw in tricks to score an awesome combo total


SCORE 500
0:47
SPECIAL
SWITCH
HEELFLIP
100

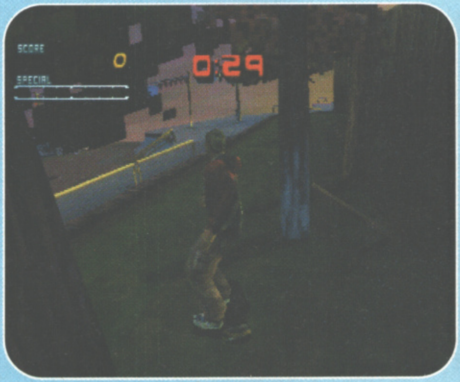
OVER THE TABLE:
This transfer couldn't be more simple. It works best when combined with a series of similar small transfers to rack up huge combo points. Kick things off with a sideways Ollie across the edge of the bowl and over the table. Land smoothly to pull off a perfect trick


SCORE 650
0:13
SPECIAL
HEELFLIP
100

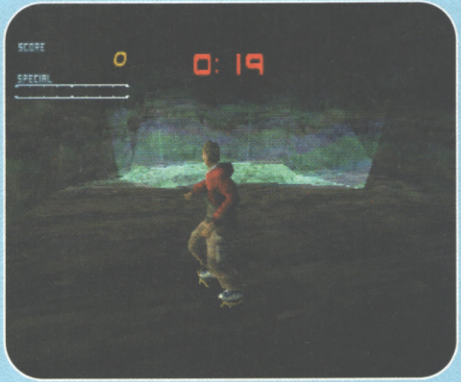
WATER UP LE BACKSIDE:
Yes, that is the 'official' name. When you open up the secret fountain area by knocking down the blue plank as explained below, leap across the fountain making sure to clear the farside lip to earn yourself copious amounts of water up the jacksie. Squelch


SCORE 1500
SPECIAL
180 KICKFLIP TO INDY + OVER THE CROSSBAR
1800 X2

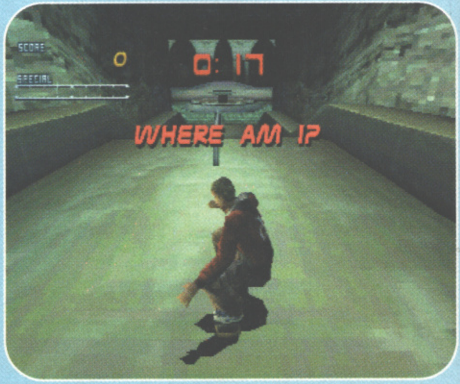
OVER THE CROSSBAR:
Skate over to the middle of the park and look for the huge graffiti face on the central spur. Hit the face on the spur at the right angle and you should be able to Ollie over the 'Bienvenue a Marseille' banner. Press 'X' to land straight and complete the transfer


SCORE 0
0:29
SPECIAL

SECRET WATER SPORTS:
Although this is a competition level, there are still secret areas to reveal. Here's an easy way to find yourself lots of extra dosh for the minimum amount of effort. First skate round to the group of trees just past the chainlink fence on the left side of the park. Ollie up onto the grass and look for a blue tree trunk.


SCORE 0
0:19
SPECIAL

Skate slowly behind the blue tree trunk and look for a slim plank of wood propped up against it. Carefully skate into the plank to knock it over. Do this and then you should then hear a huge crashing noise as the fence behind the tree falls over. Who said vandalism doesn't pay? It certainly does here because there is serious cash to be had behind that fence. Go check it out..

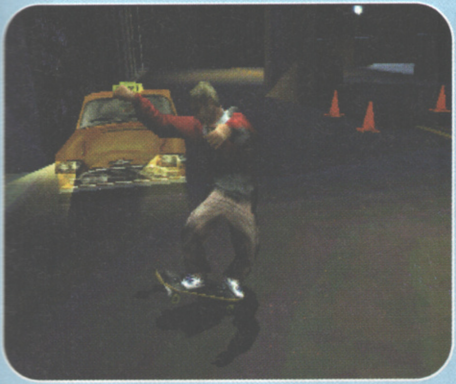

SCORE 0
0:17
SPECIAL
WHERE AM I?

...head through the gap in the fence and jump down the hole at the end. You'll end up facing a fountain area littered with muchos dosh. So pick up your fill of the good stuff while you can. There is another secret fountain area to be opened in exactly the same manner on the right side of the park if you can be bothered, but sadly you'll only find a $20 note there, so it's not really worth the effort

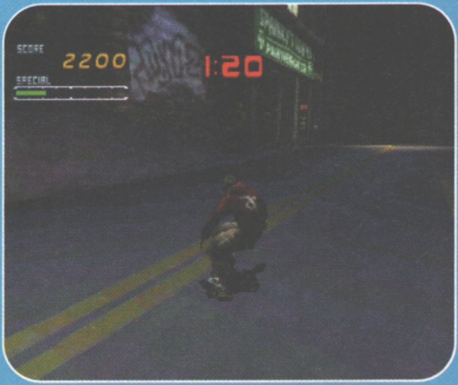
4: NEW YORK CITY

DOWNTOWN

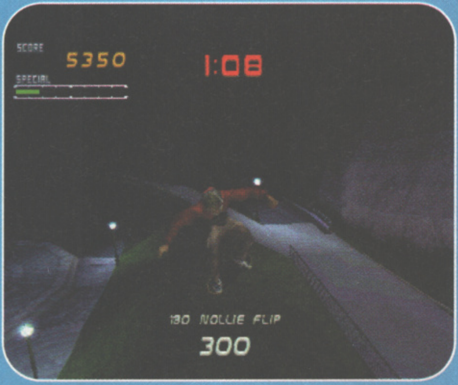
You're gonna love it here in New York. Deface statues, annoy cabbies and skate around the famous Banks skatepark. It's your duty as a skater, so get to it with our handy hints



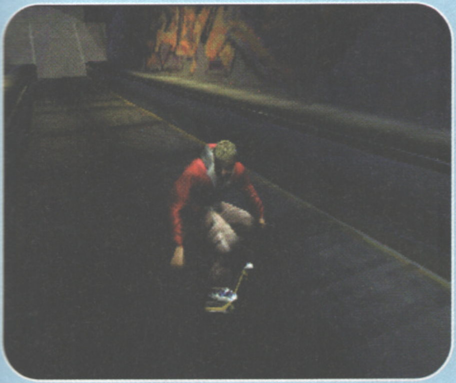
FIND THE BANKS:
To access the Banks area, you must first have collected all five of the subway tokens. Then skate straight ahead from the start towards the two small ramps and traffic cones. Turn sharp right to see the entrance to an escalator, which has now been opened...



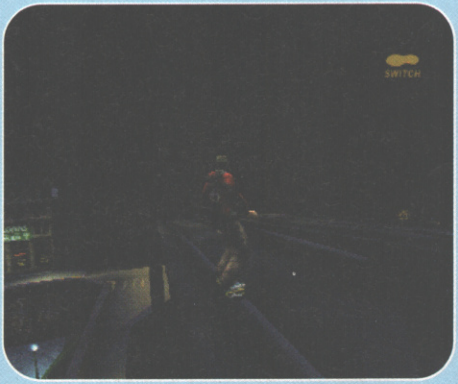
TOKEN GUESTURE:
Most of the five subway tokens are easy to get. The difficult one is placed high above the statue and the steep wall. To get it you must first head for the path above the steep wall and exit the park...



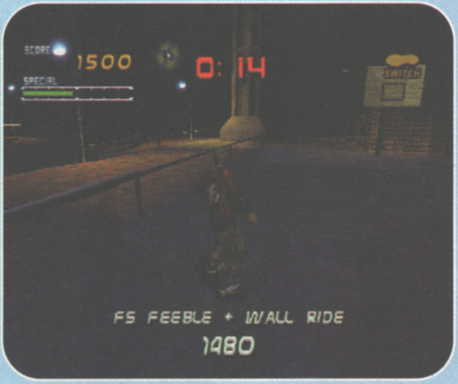
...watching out for the taxis, skate up the ramp next to the pawn shop and turn and skate up the opposite ramp before Ollie-ing back into the park and towards the railings. You may have to practise a bit until you get the angle right to reach the token



...skate up the escalator and gently Ollie off the platform onto the train tracks. If you skate towards the wall at the back of the tracks, you can jump down onto the roof tops and skate along to collect more cash. Now you'll have to skate all the way back up and onto the tracks again, but this time head right rather than left



This bit is more than a little tricky. Move slowly along the centre of the rail. Avoid veering too far to the left or right or you'll fall off and have to start the whole process all over again. If you feel like you're going too fast, lightly tap Down to slow your progress. If you feel daring, you could try a few 'manuals'. Just keep away from the edge



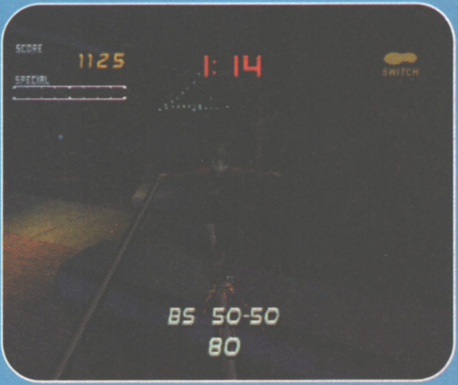
...when you pass over a wall topped with barbed wire, you can jump down. Congratulations! You have reached the Banks secret area. Make sure you explore right to the end of the Banks as there's lots of cash to be picked up here. There's even a handy basketball court should you feel like shooting a few hoops between Ollies

SCORE
0
1:11
SPECIAL

SECRET TAPE:
To find the secret tape, you first have to make your way over to the Banks by riding the subway rails and jumping down. Now head for the grey stretch of unfinished freeway on the right side of the screen. Jump up to help yourself to the cash that floats tantalisingly above your head. That's the easy bit, now for the hard stuff

SCORE
0
1:03
SPECIAL

Take a deep breath before attempting this one. First you should carefully approach the lip of the unfinished slab of freeway. Look carefully and you should be able to see three wires stretching out in front of you into the darkness. In the distance you should also be able to see the secret tape glowing tantalisingly just past a grey freeway support. Now it's just a matter of getting there

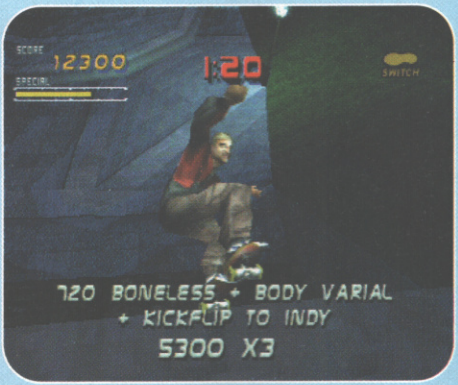


There's the wires sticking out from the chopped off tarmac and that's where you're going. Aim to land on the middle cable. Drop down onto the wire and then grind across in the direction of the tape. When you reach the grey freeway strut, Ollie over to the wire on the left and continue grinding that one to reach the tape. Yes! Now that's a good feeling isn't it?

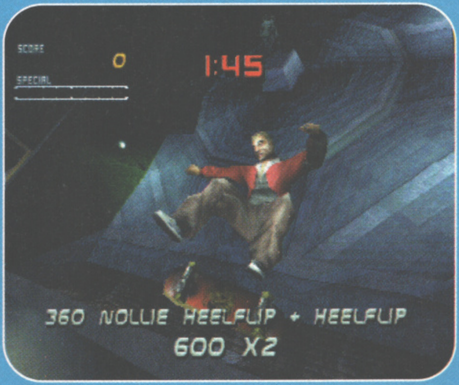
TONY HAWK'S PRO SKATER 2

4: NEW YORK CONTINUED

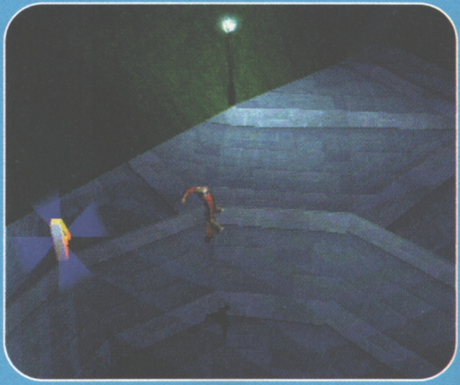
More tips and tricks on how to rack up the big points and nail all the S-K-A-T-E letters you need in the big apple


SCORE 12300
SPECIAL
1:20
SWITCH
720 BONELESS + BODY VARIAL
+ KICKFLIP TO INDY
5300 X3

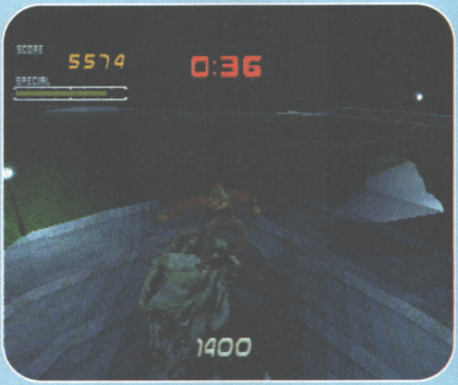
GIMME THE POINTS:
When you start your run, head into the park on the left and go down the grassy bank to the statue on the right. The outrageously steep wall opposite the statue is the perfect place to rack up a high score


SCORE 0
SPECIAL
1:45
360 NOLLIE HEELFLIP + HEELFLIP
600 X2

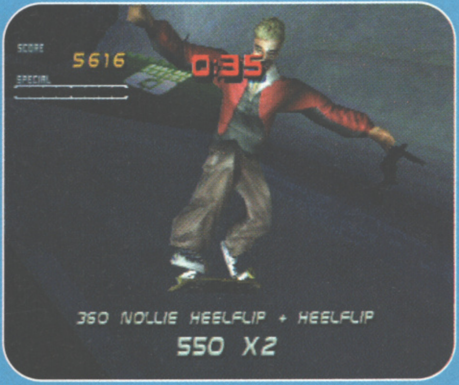
'A' IS FOR AARGGH:
Collecting four of the five S-K-A-T-E letters is a doddle. The free floating 'A' hanging over the statue is another matter. First light up your Special gauge by doing a few tricks on the steep wall...



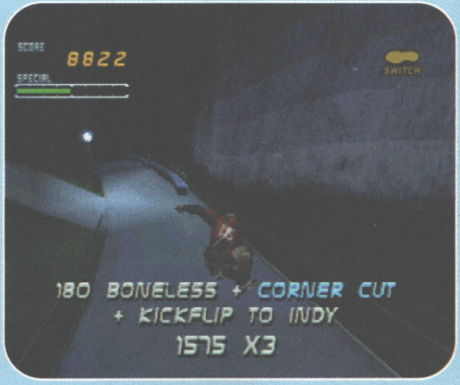
...then speed back down the wall and Ollie off the outer edge of the statue base towards the 'A'. It may seem like an impossible angle, but if you time your Ollie correctly you will be able to reach that pesky letter. But that's easier said than done


SCORE 5574
SPECIAL
0:36
1400

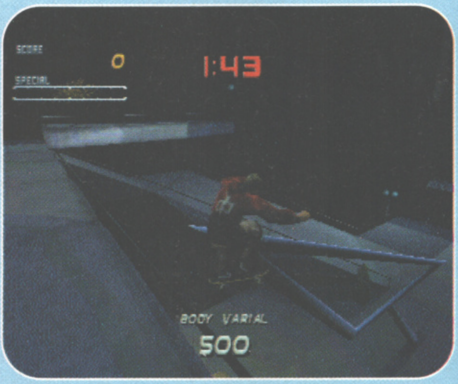
STAY OFF THE STATUE:
Back at our old friend, the statue. Build up your Special gauge on the steep wall, then skate towards the statue and Ollie off the outer edge of the base. Grind the statue to complete the transfer and knock some of that gnarly old pigeon poop off the geezer's head


SCORE 5616
SPECIAL
0:35
360 NOLLIE HEELFLIP + HEELFLIP
550 X2

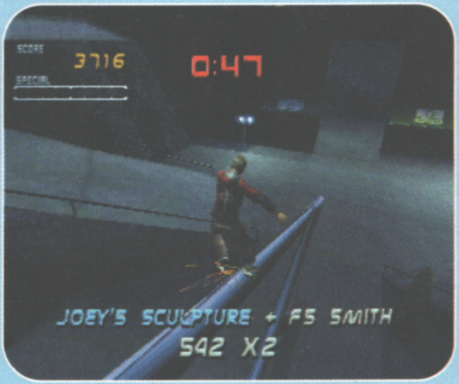
AWNING AIR:
Work up some major air by skating around the awnings opposite Joey's Place. When you feel that you have sufficient momentum, Ollie across the awnings, throwing in a few spins and tricks to complete the transfer and rack up the points


SCORE 8822
SPECIAL
SWITCH
180 BONELESS + CORNER CUT
+ KICKFLIP TO INDY
1575 X3

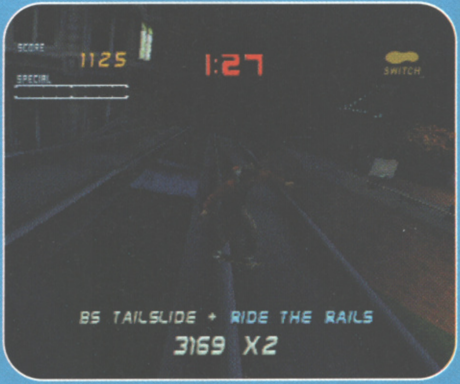
CORNER CUT:
Skate up the ramp outside the pawn shop and then over the opposite ramp. Instead of Ollieing left towards the statue, Ollie over to the right and clear the park railings to make the Corner Cut transfer. That's worth some nice pointage


SCORE 0
SPECIAL
1:43
BODY VARIAL
500

50-50 JOEY'S SCULPTURE:
Head over to the railings at the right of the subway entrance and look down on the huge metallic sculpture outside Joey's Place. Notice how the top of the sculpture almost reaches the top of the railings. Retrace your steps back to the start point of the level to get a nice lengthy run up. Now bomb across as fast as you can...


SCORE 3716
SPECIAL
0:47
JOEY'S SCULPTURE + FS SMITH
542 X2

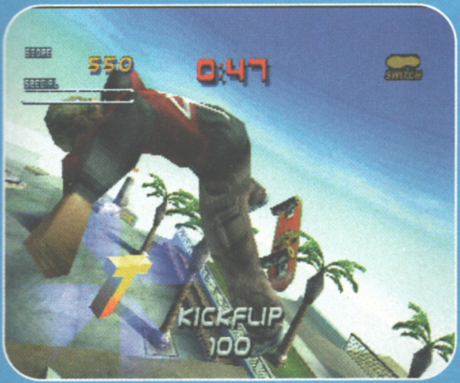
...keep skating along in the direction of the railings and take a huge leap of faith over the top. A couple of spins should take you directly onto the top bar of the pointy-looking piece of modern art. You should have plenty of time to pull off loads of spectacular tricks. Press Triangle to pull off a 50-50 and earn lots more lovely cash. Don't try and do this in your town square. The police won't like it


SCORE 1125
SPECIAL
1:27
SWITCH
BS TAILSLIDE + RIDE THE RAILS
3169 X2

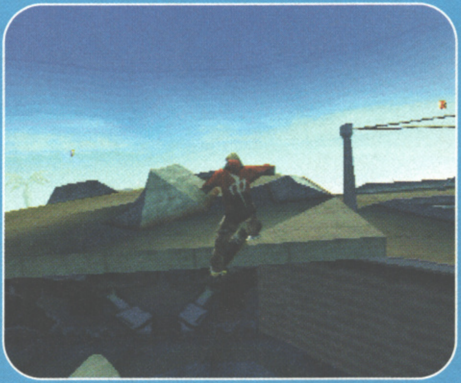
GRIND THE SUBWAY RAILS:
Not as difficult as it sounds. Head up to the subway tracks as if you were going towards the Banks area. Ollie over onto the rails, taking care not to fall through the hole in the middle. Get some momentum going before grinding along the edge. Keep going until you reach the Banks. Not advised down your local train station

5: VENICE BEACH CALIFORNIA

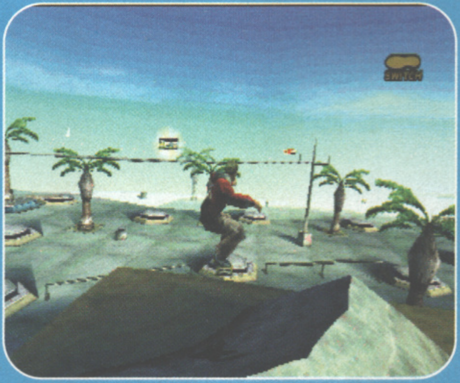
This is a skating paradise by the sea full of cool stuff for your to show off your best tricks. Just watch out for the smelly tramps and nasty seagulls



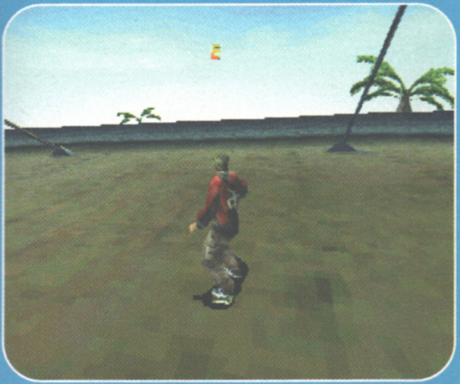
E, T, PHONE HOME:
First, use the same method to get onto the roof where you had to leap to get the Secret tape (see right). To get 'T', stay on the roof but go straight ahead rather than left. Jump up to get the letter...



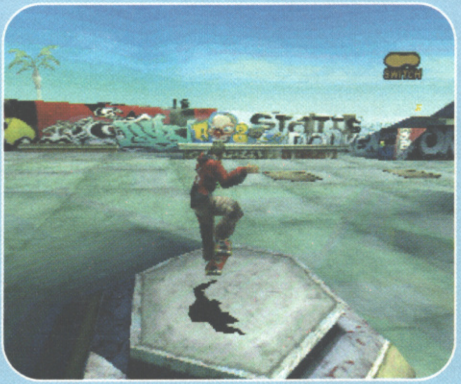
SECRET TAPE:
Head for the wide ramp at the end of the main area. Ollie over the ramp and onto the roof. Build up your Special gauge and take a running jump across to the roof on the left. Spins to make it across



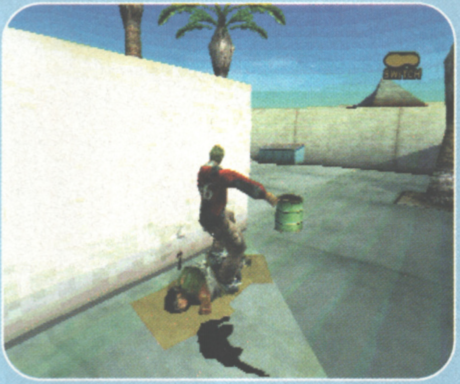
...look for the spur on the left of the roof. Try and make sure that your Special gauge is on yellow before skating towards the spur and doing a huge Ollie over the edge. If you catch it right, you'll be able to leap across and get the tape. It's not easy so don't give up



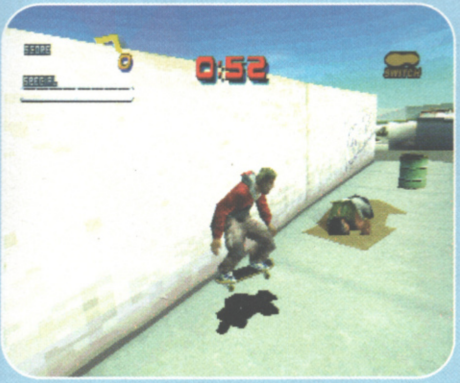
...to get the letter 'E', jump across from the rooftop where you found the 'T' to the next roof on the right with loads of wires sticking up to the sky. Go to the far edge of the roof and jump up to get the letter. Make sure you jump back onto the roof so that you can grind the wires to pick up all those yummy sparkling dollars



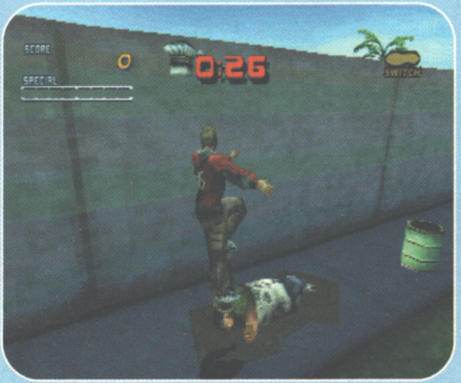
OLLIE THE MAGIC BUM:
You have to complete this task in the right order as the tramp is a magical being who mysteriously wafts about, and strangely objects to having people skate on his head. Some people are so sensitive. Still, ignore the poor guy's feelings and hunt him down mercilessly



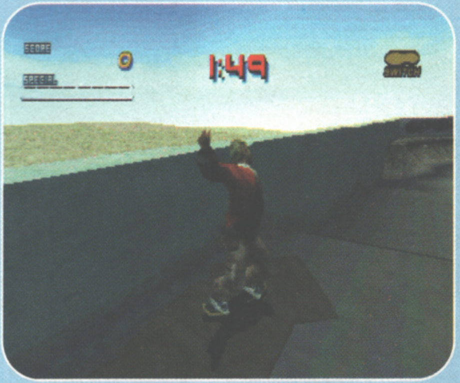
Start by heading for the gap in the graffiti wall at the back of the main area. Jump on the bum to wake him up and provoke a string of unintelligible obscenities. Now go to the second gap in the graffiti wall at the far left of the main area, where you should see the poor guy sleeping soundly once more. You know what to do next...



Then dash back to the very start of the level and head left towards the sea wall. You'll soon see our hapless friend trying to clock a few more Zs. He thinks that he's managed to escape your clutches, so creep up on him to send him scuttling off to the next location. Are you starting to feel a little bit guilty by now or are you just thinking about all the cash you get for completing this task?



Quashing your pangs of guilt and keeping your mind firmly on the money, keep skating towards the ocean and head down the stairs on the left. Look for a familiar slumbering figure tucked back in one of the alcoves behind the grass verge. Ollie him again and try and ignore his swearing. You're nearing the end of this tiresome task and you should have about 20 seconds left on the clock

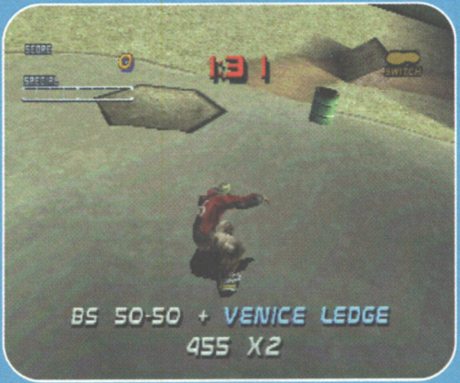


There are two ways of doing this next bit. If you're short on time, jump into the ocean to get yourself immediately sent back to the start of the level. If you've got plenty of seconds to spare, simply turn around and skate back to the starting point. You should see the final resting place of the amazing travelling 'bum'. Heave a huge regretful sigh before jumping on his head one last time

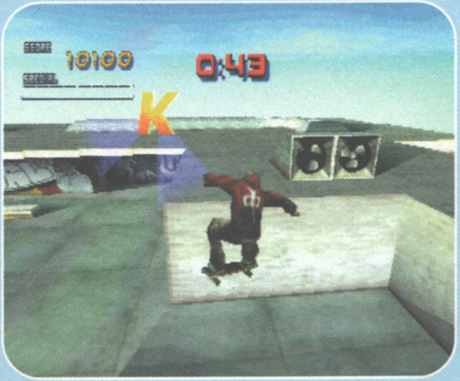
MASTERCLASS TONY HAWK'S PRO SKATER 2

5: VENICE BEACH CONTINUED

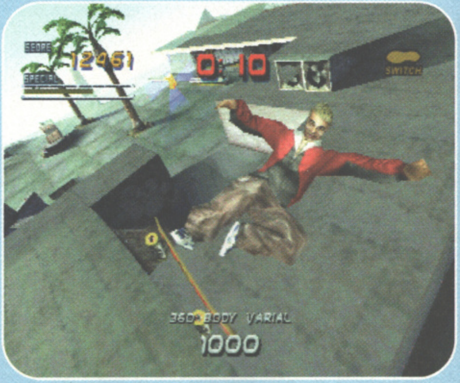
You want more? OK, here's how to cane the rest of Venice Beach. In style


SCORE
0
1:31
SPECIAL
SWITCH
BS 50-50 + VENICE LEDGE
455 X2

LIPSLIDE VENICE LEDGE:
The ledge at the far side of the carpark next to the ramp on the left is the Venice ledge. Lipslide it to complete the task


SCORE
10100
0:43
SPECIAL
K

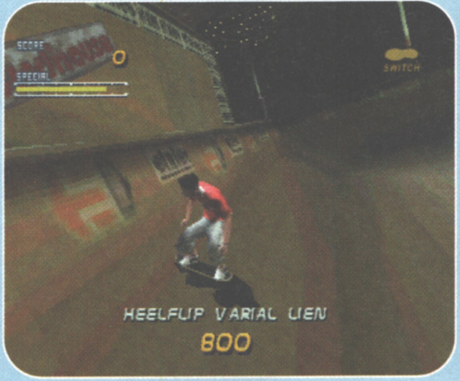
MUSKA'S GAP:
Use a ramp to get up to the roof on the right side of the level. Ollie over the gap below the letter 'K' to complete Muska's Gap


SCORE
12451
0:10
SPECIAL
SWITCH
360 BODY VARIAL
1000

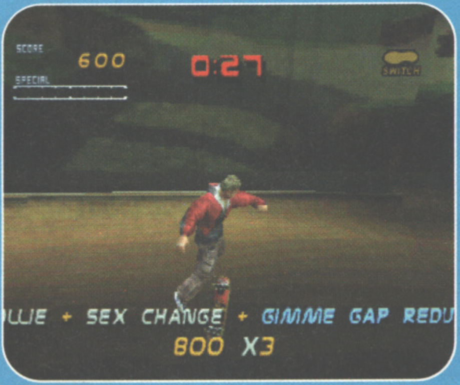
HIGH TIDE TRANSFER:
Ollie from the ramp on the other side of Muska's Gap across to the ramp on the other side to complete the High Tide Transfer

6: SKATE STREET VENTURA PLYWOOD PARADISE

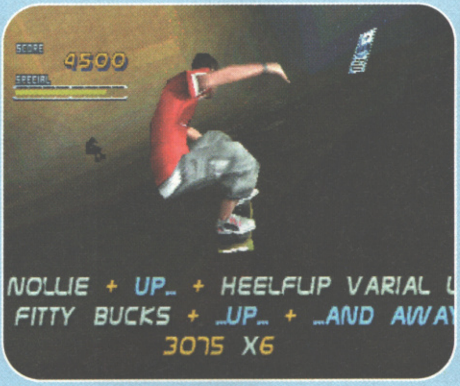
It's called Plywood Paradise for good reason – check out the size of those ramps. Your aim is to carve it up big and compete in the best of three heats to earn $20,000


SCORE
0
SPECIAL
SWITCH
HEELFLIP VARIAL LIEN
800

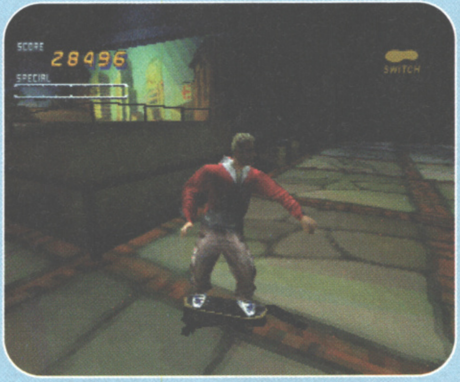
EXTENSION TRANSFER:
Grind round the wall sticking out from the lip of the big shallow pool to complete the Extension Transfer. You shouldn't have many problems throwing a couple of jumps to reach the pool edge


SCORE
600
0:27
SPECIAL
SWITCH
LLIE + SEX CHANGE + GIMME GAP REDU
800 X3

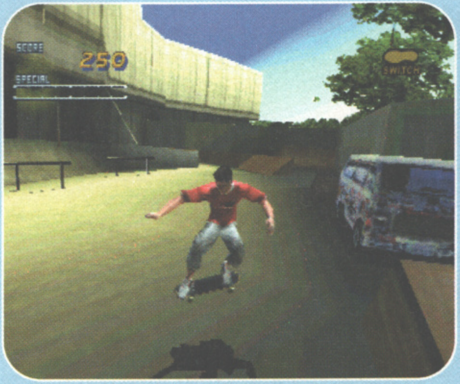
GIMME GAP REDUX:
Ollie out of the long shallow half-pipe along the rear wall next to the mini skatepark, making sure you're facing the centre of the room. Bob's your uncle, the Gap Redux is yours


SCORE
4500
SPECIAL
NOLLIE + UP.. + HEELFLIP VARIAL L
FITTY BUCKS + ..UP.. + ..AND AWAY
3075 X6

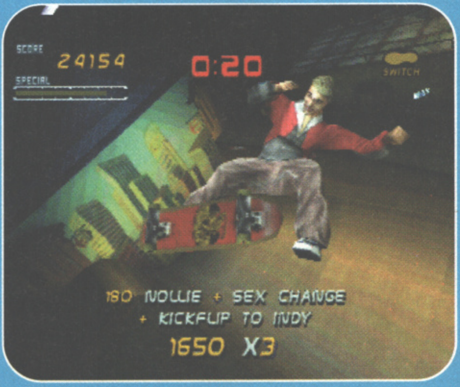
UP_:
Just head for the incredibly steep half-pipe to the right of the shutters and catch some serious air on the right side of the pipe to complete the Up_ transfer and to reap the points


SCORE
28496
SPECIAL
SWITCH

ROUND THE BACK:
Ollie up and round to the right on the ramp at the back of the drinks machines. You'll be in a mall area with lots of cash and access to some great rails for racking up those grinding points...


SCORE
250
SPECIAL
SWITCH

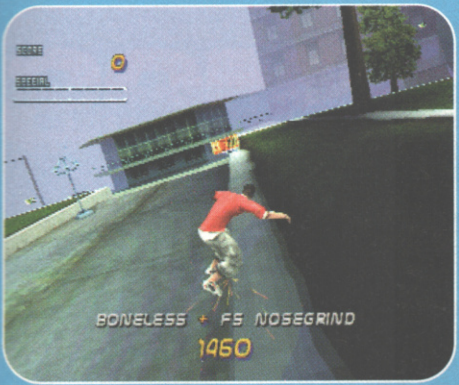
..below and behind this balcony area you'll find another mini skatepark with some smaller ramps and jumps for those who find the huge walls of the half-pipes in the main area daunting. There's even a cool multi-coloured van that you can use as jumping practice


SCORE
24154
0:20
SPECIAL
SWITCH
180 NOLLIE + SEX CHANGE
+ KICKFLIP TO INDY
1650 X3

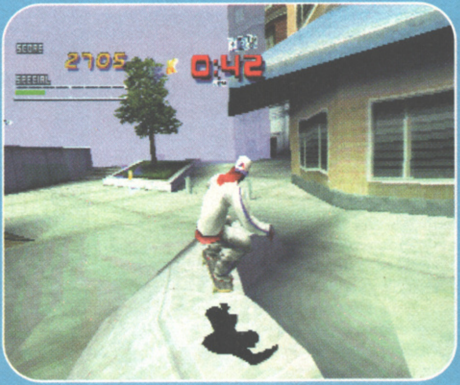
BIG AIR POINTS:
To rack up the most points in the quickest time here, turn sharp left as soon as your run starts and start kicking up the boards in front of the skyscraper backdrop. That's big air for you

7: PHILADELPHIA PENNSYLVANIA

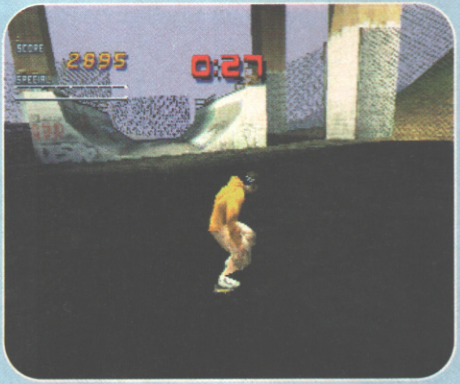
Skate your way up the freedom steps just like Rocky. Only with our help you'll look a damn sight cooler than that punch-drunk numb-nut. Here's how...



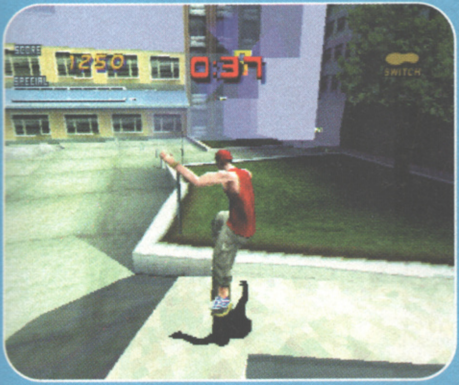
SPELL S-K-A-T-E:
To collect the letter 'T' head across the low ramp from the start and grind the low wall on the right to get onto the grass. Keep going forward and pull off a mighty Ollie over the edge to get the letter. You won't be able to build up so much speed on the uneven grassy surface, so make sure you take an extra long run up to compensate



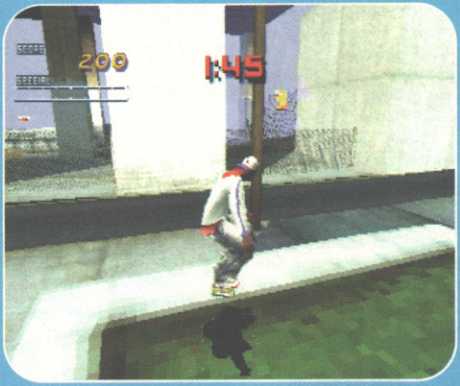
...now skate round to your right and pick up the 'A' from the low wall to the left. The 'K' is above a blue awning straight ahead. Build up your Special gauge and Ollie off one of the low-lying concrete ramps. This is one of those awkward jumps that requires split-second timing to pull it off. Keep trying and you'll eventually hit that sweet spot which will propel you onto the awning to get the'K'



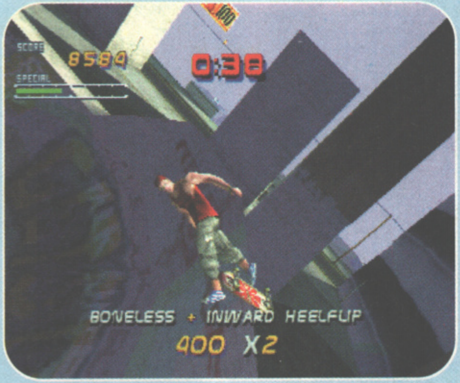
FIND PHILLYSIDE:
Once you've racked up enough grinds, turn right at the start of the level and down the steps towards the large brown building. Head left past the apartments with the blue awnings. Cross the road and into the industrial looking area that was previously blocked off by a chainlink fence. Head for the attractive half-pipe at the end...



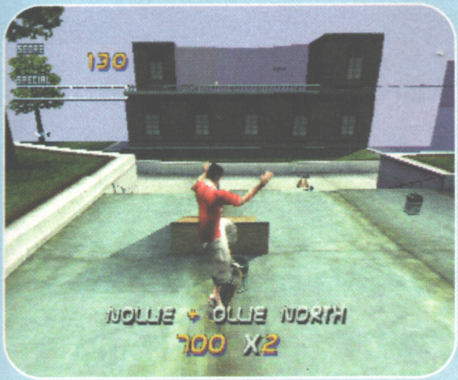
Nollie up the steps to the left of the fountain. Grind the wall on the left and land on the grass verge. Skate towards the front edge and Ollie off to get the letter 'S'. Don't forget that you're on a strict time limit here and any dropped seconds will result in failure to complete the task. So if you miss the letter first time around, you might as well start all over again...



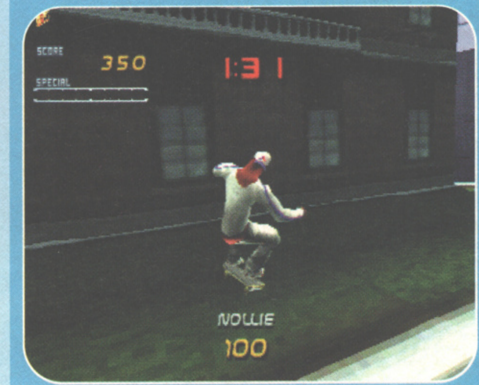
...now skate back across the Love Park. Hover around the left side near the entrance to Phillyside (see right) and grind the wall to get up onto the grass, and use the same methods as for the letter 'T' to Ollie off the edge and get the 'E' to complete that magical word. But don't relax too much because that's about as easy as this level gets



Have yourself a fun time in the half-pipe before leaping over the mound of earth on the left side to enter the Phillyside skatepark. Now get busy skating your way around the smooth pools and ramps and picking up as many of the $100 bills as you can. Make sure you investigate all the shady nooks and crannies and take time out to rack up your sick points total while you're here



FEEBLE PHONE LINE:
This move is incredibly difficult, so watch out. At the start of your run, grind some ledges to turn your Special gauge yellow. Then take a running jump over the low ramp with trash cans in the middle



FEEBLE PHONE LINE 2:
Ollie down the steps and off the lip just in front of City Hall. If you've managed to pull it off, you'll land on City Hall balcony. Do a a feeble grind on the wire to the right of the balcony to complete the task

NEXT MONTH: Spider-Man

Having problems with your wall crawling? Dr Octopus giving you grief? The police won't leave you alone? Fret no more, friend, because next month we'll be bringing you a killer guide to make you the best web-slinger in town. Don't miss out.

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STAR LETTER
MY MUM'S A KILLER

I love video games but my mum hates them. Last week I bought myself a Dreamcast for £149.99. In the week that followed it gave me the best gaming moments I've ever had, but good things don't last forever. This morning I was playing the new console with a friend, which gets my mum very upset, then it all went bad. My mum opened the window, picked up the Dreamcast and... Bammmmm! With a very sad sound my one-week-old DC was broken. And this is not the first time that she has destroyed one of my video games. See below for the full horror of her hatred for my gaming.

1995, SNES – kicked with foot, never worked again.
1999, *Res Evil 2* – bent it with her hand, broken in two.
1999, PlayStation – sold to an exchange shop, mum kept the money.
1999, PC – she took the power adapter away and hid it. Now I can only use it when she's there.
2000, Dreamcast – chucked it out of the window, broke into pieces.
2000, *Pokémon Red* – chucked out of window, but it still works.

You may say, "What the hell", but I don't know what she'll do when I get my PlayStation 2 later this year.
Roy, London

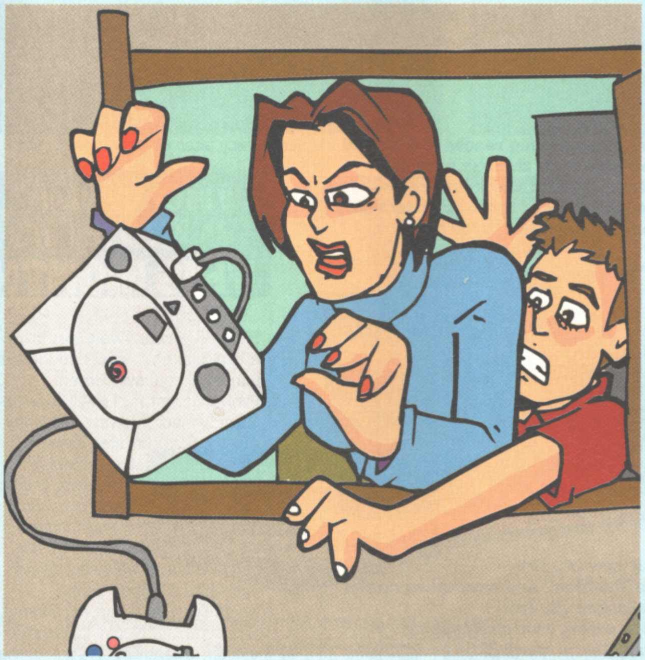


ILLUSTRATION: JOHN ALLISON

RIPPING THE PI$$

I buy your mag every month and there's one disturbing similarity: you are always ripping the piss out of Dan. Since the What Would You Do For A Dreamcast compo last year, every issue Dan comes off worst. Yes, he is a prat for drinking toilet water but it's about time you left him alone. How about giving Les some stick for looking like an 80s reject and... (unprintable abuse follows).
Ed Mus, London
The truth is that we rib Dan mercilessly in the mag because we're all insanely jealous of his gaming prowess.

THE WHOLE TRUTH

What I am about to tell you is completely true. A couple of weeks ago I was playing *Code: Veronica* and something dreadful happened. I was in the room where you get the bow gun and I could tell that something was about to happen because of the music. I looked round at my budgie and he had stopped tweeting as soon as the music started.

Strange, I thought, but I continued with the game. Then the bit where the scientist gets his head smashed open happened. Cool, I thought, but then I saw my budgie going mad, hitting his head against his cage, squawking like mad until he just dropped out of the air and landed crumpled at the bottom of the cage.

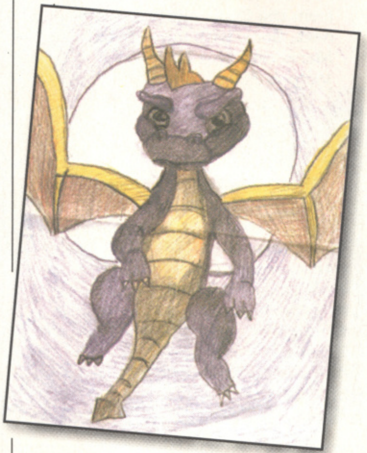
To cut a long story short, he had a heart attack and died before anything could be done to save him. All thanks to *Code: Veronica*. Thanks for listening to my heartache.
Anon, Farleigh, Somerset
PS. Why wasn't the toilet in *Code: Veronica* in your Best Ever toilet section. It's quite lush.
Soz about the budgie. And as for the toilet, only the very best bogs made it in.

STUPID!

Who in their right mind is dumb enough to buy a PS One? This has to be the weakest attempt at flogging a few more out-of-date consoles to the stupid public. What a waste of cash. Sony, we're not that thick!
Matt Harvey, Cardiff

BIG UP

All I want is to have my Spyro drawing shown and to big-up my pussy... cat, Mr Buster. Also, can I say that *Tomb Raider* on Game Boy looks a bit shite and Dr Dre, Eminem and Snoop Dogg kick ass.
Jady, The Sexy Lady, Lincoln
PS. I want *Spyro 3*, is it worth it?
Check out *Spyro 3* in the In The Shops Soon section. We think you'll like it.



RIP OFF?

I want to complain about the price of computer goods in the UK compared to the US. I saw an article about PS2 being only £199 in the States and £299 in the UK. Is this true? Are we being ripped off?
Nicholas Naylor, Blackburn
A US PS2 *will* cost around £200. But you have to factor in things like different Government taxes, transports cost etc. It hasn't escaped CVG's notice, so watch for another Scoop! probe soon.

WHAT A TURKEY

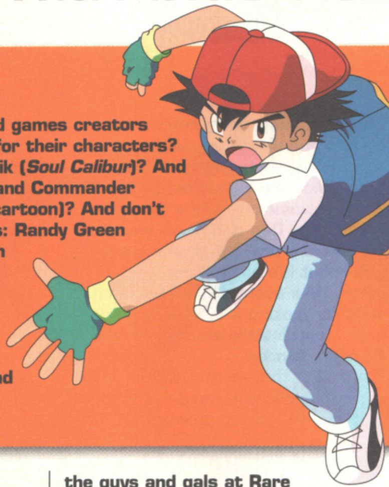
I thought you'd like to know something my nine-year-old brother stumbled across. On the Dreamcast control pad, each of the letters on the buttons has a relevance to directions in Turkey. Y=North, A=South, X=West and B=East.
Adam Halliwell, email

> *"Dan is a prat for drinking toilet water but it's about time you left him alone"* ***Ed Mus, London***

"What's next, Sonic with a moustache and Mario with blue hair?"

Victoria Fisher, Ilford

GRAND THEFT



Is it just me or have cartoon and games creators been nicking each others' ideas for their characters? What about Squall (*FF8*) and Kilik (*Soul Calibur*)? And Samual Han (*Guardian Heroes*) and Commander Manning (Orguss 02, a manga cartoon)? And don't forget these separated at births: Randy Green (*Guardian Heroes* again) and Ash (Pokémon cartoon). I've also noticed a bit of clothes stealing too. Irvine (*FF8*) looks like he has the same hat as Knuckles from the Sonic movie. What's next, Sonic with a moustache and Mario with blue hair?

Victoria Fisher, Ilford

NOT SO PERFECT

On Friday I woke up thinking I really want *Perfect Dark*, so I got all my old games together and went to my local games shop. When I got home with my new game I found that I couldn't play it in full. I wondered why this happened, so I looked at the booklet and it said you need the Expansion Pak. I thought, why me? All I wanted to do was play the best game in the world, ever.

Peter, Hayes

COMING OUT

Could you tell me when *Pokémon Gold* and *Silver* are coming out? Could you tell me if *Tomb Raider 5* is coming out or not? Will *Pocket Monsters Stadium 3* (*Pokémon Stadium 2*) be coming out or is it just a rumour?

James Woods, email

You'll have to wait till early next year for *Gold* and *Silver*. Check out our playtests on them and *Tomb Raider 5* in this issue for the full lowdown. *Stadium 2* is due for release in Japan at the end of this year, so will follow in the UK some time in the first half of 2001, although no release date has been confirmed yet.

ROCK ON

In the late '80s/early '90s, there was a rather amazing rock group called The Pixies. I don't know whether you've heard of them, but the guys and gals at Rare certainly have. While wandering around on the second mission of the Area 51 section in *Perfect Dark*, in the medical bay where all the Cryolabs are, there's a voice coming over the Tannoy, occasionally calling out the names of various doctors, captains and other personnel. Carefully listening to these announcements, I noticed a "Captain Santiago", "Lieutenant Deal", "Dr Francis", and a "Sergeant Lovering" all being called to report to various sectors. Anyone with decent recollection – or should I say record collection – of The Pixies will remember that the members were Joey Santiago, Kim Deal, Black Francis and David Lovering. So, there you go, not only do Rare make fantastic games, they also have great taste in music.

The Sims family, email

GOOD FOR NOTHING

As a major Dreamcast fan I can't imagine ever playing the sequel to the PlayStation, but just to make sure they don't all go to waste I've found five other uses for it:

1. Vertical, it's a good bookend.
2. Horizontal, it's a decent paperweight.
3. A door wedge.
4. A door wedge.

Hang on, three and four were the same. Oh well, it seems that the PlayStation 2 is just a bit crap, so buy a Dreamcast unless you are the type of person who pays £300 for a door wedge.

E Mustafa, London

Hmm, you don't like Sony do you? Hang on, what happened to the fifth use… a games machine or DVD player, maybe?

DIE-HARD

Bring back the classic RPG. I'm a die-hard RPG fan and recently bought *Alundra 2*. I was shocked at how poor it was compared to the original. I'm all for change but not when it makes a game worse. When will game producers learn it is not all about having the best graphics, as that is nothing without gameplay. I am sure other readers feel the same and just in case they think I am nuts, here's my top five RPGs to refresh your memory of days gone by.

1. ***Secret of Mana* (SNES)**
2. ***Zelda* (SNES)**
3. ***Final Fantasy 3* (SNES)**
4. ***Star Ocean* (PS)**
5. ***Shining Force 2* (Megadrive)**

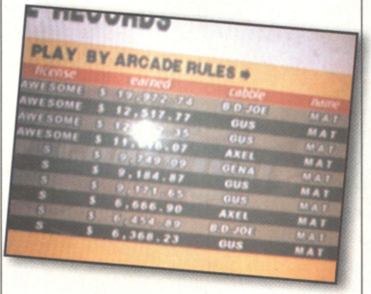
Richard Quigley, Byker

That's a pretty impressive RPG lineup but surely the likes of *FF8* and *Vagrant Story* have pushed the boundaries since then?

NOT SO CRAZY TAXI

I am a long-lasting reader of CVG and have seen it go through a lot of changes. One of which, where you abandoned your High Scores section, was not too welcome for me. But now I have seen your new bit, Are You The Man? and have taken up the challenges you set. Upon seeing your challenge for *Crazy Taxi* in Issue 225, I set about trying to break your record. I can now say that I have with a grand total of $19,972.74 with B.D. Joe. I have enclosed photographic evidence to prove it and would like to say, keep trying guys! Ha, ha, ha.

Matt Barnet, Southampton



PLAY BY ARCADE RULES ➡

license	earned	cabbie	name
AWESOME	$ 19,972.74	B.D.JOE	MAT
AWESOME	$ 12,517.77	GUS	MAT
AWESOME	$ 12,[illegible].35	GUS	MAT
AWESOME	$ 11,[illegible]6.07	AXEL	MAT
S	$ 9,749.09	GENA	MAT
S	$ 9,184.87	GUS	MAT
S	$ 9,171.65	GUS	MAT
S	$ 6,666.90	AXEL	MAT
S	$ 6,454.89	B.D.JOE	MAT
S	$ 6,368.23	GUS	MAT

It's good Matt but check out last month's Mailbag where Rehan Ejaz clocked up $23,470.45. Maybe we all need to try a bit harder. See how you get on with this month's challenge on page 18.

MAC ATTACK

How come you never review games for the iMac? I've only got three games for it and they're not exactly the next *Final Fantasy* or *Tekken* but how am I supposed to know what games are good and what are bad? You don't review SNES or Megadrive because they're dead but iMac is still growing and is faster and more up to date than any PC, so the gameplay is smoother as well.

Ryan Lea, Cheshire

There are 70,000,000 PlayStations in the world, countless N64s and Dreamcasts and about four people who play games on iMac (and one of them is our Dan). This means very few developers bother making decent games for your super-slick machine and even less of our readers want to read about them. Sad but true. We live in a democracy after all – mob rules, Ryan.

WHO WROTE TO MAILBAG THIS MONTH

Simon Thorpe, Twatt (yes, that is a real place); Daniel Leadbetter, Lancashire; David Bryan, Wolverhampton; Lew, Stoke-on-Trent; Allison Howard; Murphy Austin, Stourbridge; Steve Edwards, Aylesbury; Daniel Kilgoyle; Tom Farrington, Lancs; Daniel Grein, Edinburgh; Adam Hopkins, Carmarthen; Adrian Coffey, Bandon; Aaron Smith, Oxon; Calum Chalmers, North Yorkshire; Patrick Scott, Sheffield; Peter James, Surrey; Richard Hall, Norfolk; Jeremy Wales, Cheshire; Allison Holmes, Cardiff; Ken Parkinson, Luton; Carl Smith, Fife; Terry Powell, Rainham; Kelly James, Manchester; Simon Paston, Poole; Stephen Wilkinson, Chester; Faith Jarvis, North London; Will James, Swansea; Sas Farmer, Cambridge; Danny Lemond, Bristol.

"It seems that the PlayStation 2 is a bit crap, so buy a Dreamcast" E Mustafa, London d

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WHEN DID YOU FIND OUT?

WELCOME TO computer and video GAMES

THE LAUNCH OF PLAYSTATION 2

www.computerandvideogames.com
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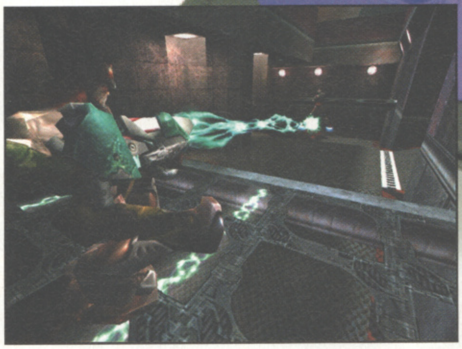
QUAKE 3 ARENA FOR DREAMCAST



screenshots from PC version

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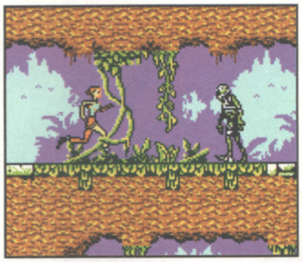
TOMB RAIDER ON GAMEBOY



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REVIEWS

WHAT'S IMPORTANT

The Computer and Video Games Five-Star Award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game personally. It's something you can always trust.

HONEST Regardless of hype, reputation or advertising, if it's a great game we'll say so and if it's poor, we'll tell you the truth.

FAIR We're not biased. A good game is a good game, regardless of format or who has made it.

THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions, either. We'd rather wait and give you the full, accurate story.

KNOWLEDGE Computer and Video Games is 18 years old. We were the world's first games mag – which means we've played more games than any other mag. Our writers are all experts, have years of experience and know what makes a cracking game.

computer and video Games
★★★★★

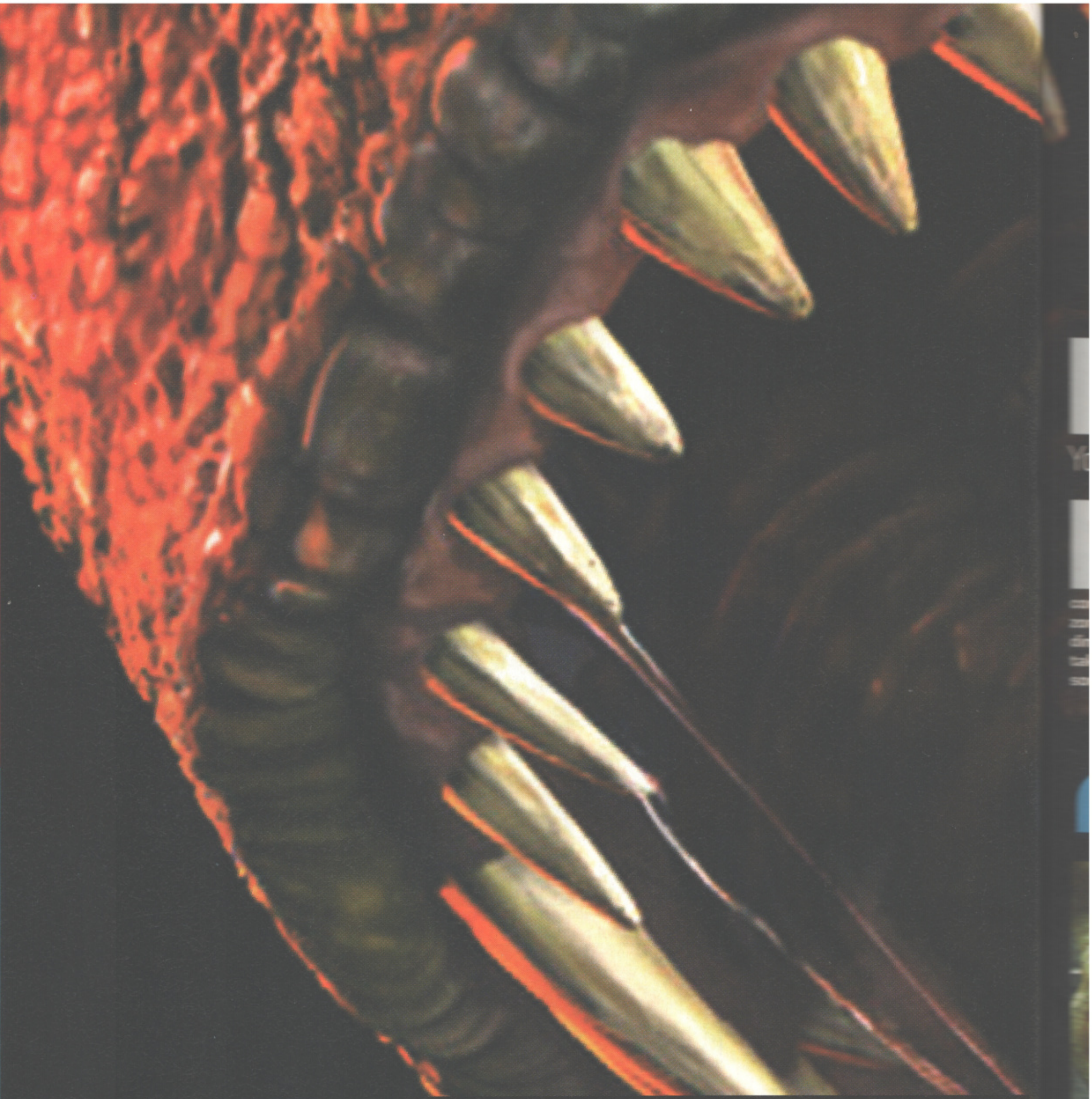
Any game that earns the Five-Star Award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence.

THIS MONTH'S BIG HITTERS...

82 HALF-LIFE
They've done the impossible

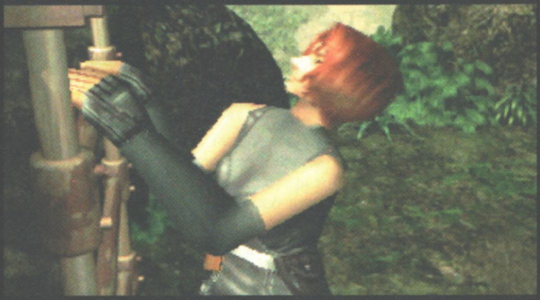
86 WWF NO MERCY
None given, none expected

90 BALDUR'S GATE 2
PC Role-playing at its very best

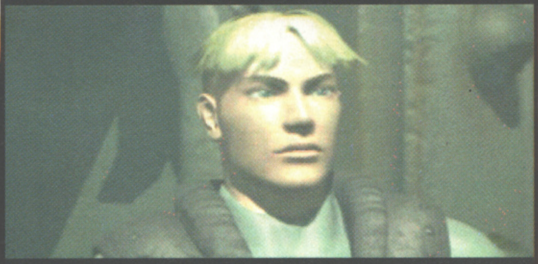


REGINA RULES

Fans of Regina - the gun-toting, cat suit-wearing heroine from the first game - will be glad to know she's volunteered to fight dinos once again. This time around she's joined by gung-ho army dude Dylan. As you progress, you get to play as both Dylan and Regina.



REGINA: She likes to wind Dylan up by making fun of his big machete, but she needs him deep down. You won't tire of hearing these two bicker like old ladies



DYLAN: Unlike Regina, Dylan is a novice when it comes to dinosaur hunting. He soon learns the ropes. Point, shoot, kill. Simple when you know how, really

PlayStation

COST: **£34.99**
OUT: **NOV**
MULTIPLAYER: **NO**

WORDS & SCREENSHOTS: MAURA SUTTON

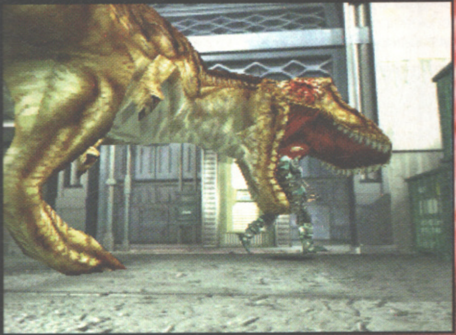
DINO CRISIS2

You wanted more flesh-ripping dinosaurs? Be careful what you wish for...

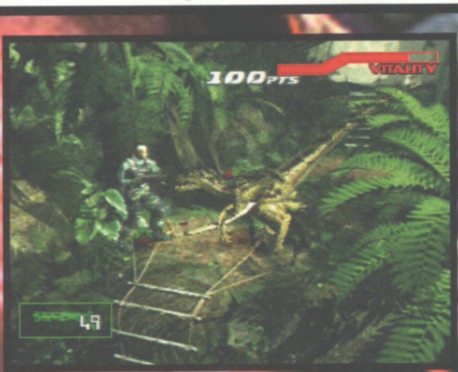
Mix the best elements of survival horror (blood, gore, puzzles, keycards, big guns, more blood, more gore) with the natural assassins of the Dinosaur world and you've got *Dino Crisis 1*. That was the idea, anyway. But despite being an enjoyable game, *Dino 1* didn't live up to the comparisons with *Res Evil*. It lacked the sheer terror and horror of the zombie chronicles from Raccoon City and there were surprisingly few dinosaurs to be seen. Happily, Capcom have realised their mistakes and taken bold steps to crank the terror up to spine-chilling levels and inject some blistering action right into this superior sequel's fearsome heart.

THESTARS

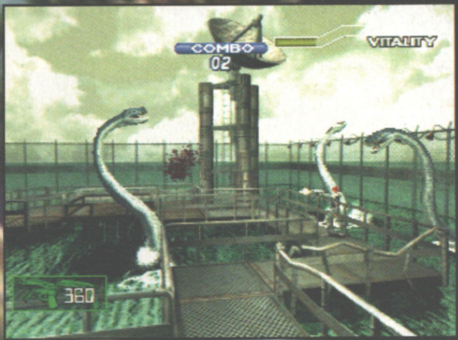
In the first game there were just too few dinos and they were about as scary as your mate's iguana. Now there are millions of the things scuttling about and they're damn vicious. So it's never long before the next flock of cold blooded killers is looking at you and licking their lips. Luckily, they've all got their own weaknesses to exploit.



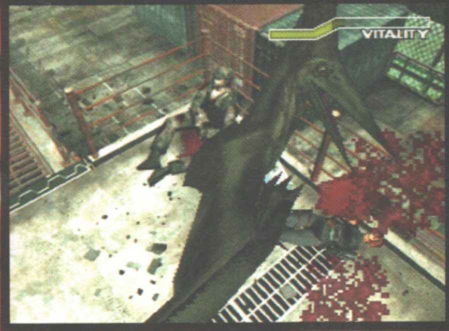
T-REX: The king of the Jurassic jungle pops up with alarming regularity making your Dual Shock shake like a pair of maracas



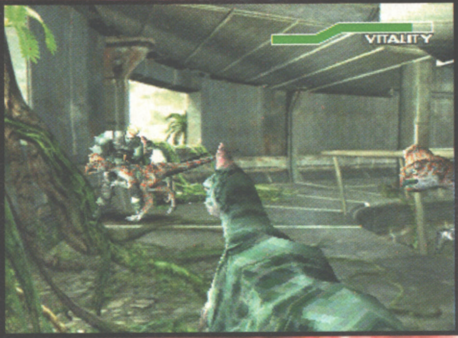
VELOCIRAPTORS: 'Raptors tend to attack in groups of three, so practise taking 'em all out at once to rack up Combo points



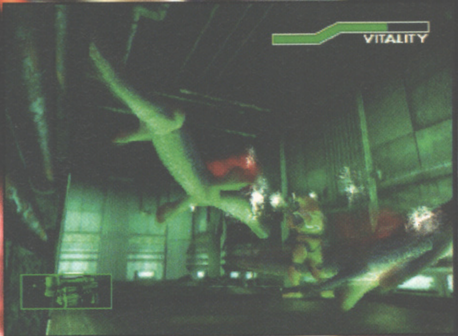
PLESIOSAURS: Boy are these water babies a major pain. Upgrade Regina's primary weapon to a submachine gun to waste 'em



PTERANODON: These overgrown budgerigars swoop down, scoop you up with their claws and shake you like a rag doll. So kill them



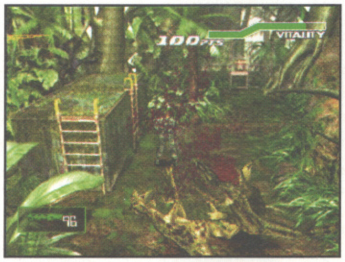
ALLOSAURUS: These hard-headed sweeties will try to grab your skull and crack it like an egg. Approach sideways on for a quick kill



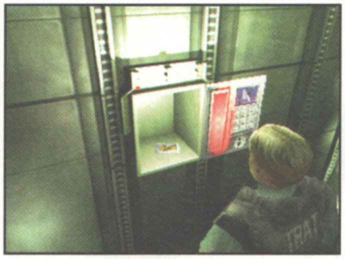
MOSASAURUS: When underwater, you have to look out for these snappy buggers. They are pretty savage and take some killing

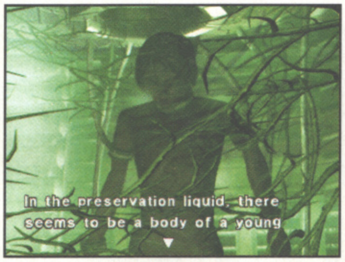
T-REX STORY

When the evil Dr Kirk was taken to prison at the end of the first gam,e the government decided to carry on with his dangerous dino-work. Things go horribly wrong when a government research base at Edward City mysteriously vanishes, only to be replaced by a dense tropical jungle. And hundreds of rampant reptiles.

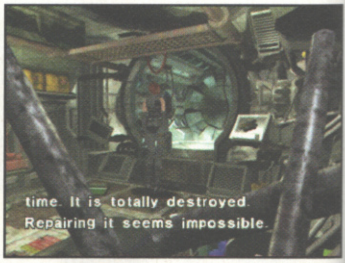


Firstly, the team gets sent back in time to find out what happened to Edward City. Sounds believable


The feeble-minded Dylan arrives at the Military Facility and gets trapped. So Regina has to help


In the preservation liquid, there seems to be a body of a young

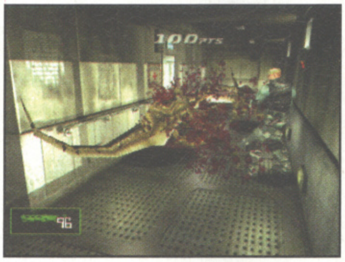
Looking for survivors, Dylan finds the overgrown and eerie research facility. A recipe for trouble


time. It is totally destroyed. Repairing it seems impossible.

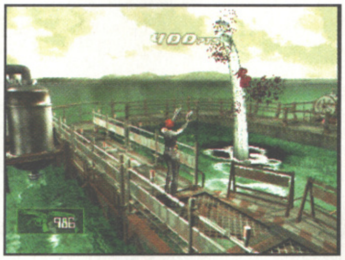
The pair get stuck back in time and have to work out a route home. Sounds easier said than done

SERIOUS HARDWARE

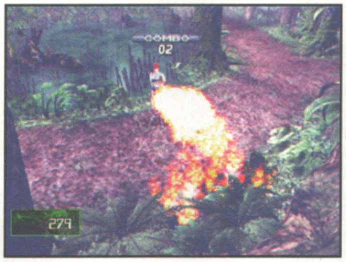
In the first *Dino Crisis* – like most survival horror games – you didn't get your hands on the most boombastic weapons until nearer the end of the game. In *Dino Crisis 2*, Dylan starts with a shotgun and Regina with a pistol, which ain't bad, but it's not long before they get their hands on some pretty awesome lizard-leathering firepower.



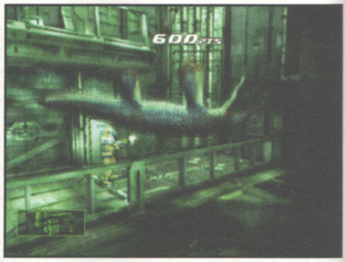
SHOTGUN: Good enough for earlier levels



SUBMACHINE GUNS: Regina can upgrade to these



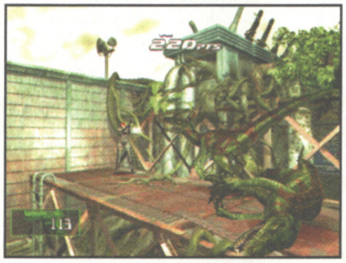
FLAME-THROWER: Vital for the poisoned swamp



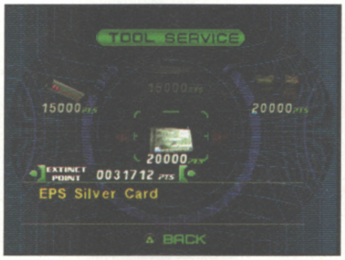
NAIL GUN: This beauty's attached to the diving suit

CHANGE IS GOOD

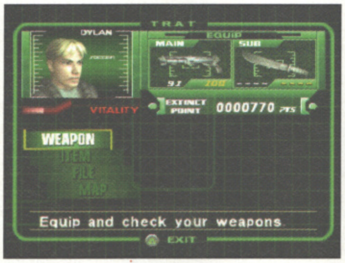
The first *Dino Crisis* played in a similar manner to the *Resident Evil* series, with the emphasis on creeping tension, hidden items and puzzles scattered throughout the levels. For *Dino 2*, they've dropped an adrenaline bomb in the mix and it'll be your trigger finger and not your brain that'll be bleeding come the end.



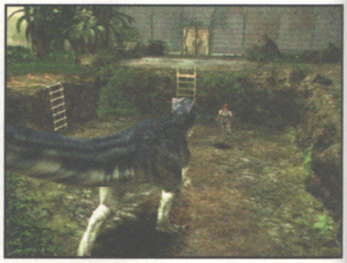
EXTINCTION POINTS: Every dino you waste gets you Extinction Points. Multiple kills earn more



SHOP: Spend Extinction Points in the shops on ammo, health, weapons and other special items


Equip and check your weapons

TWO WEAPONS: You can carry a weapon in reserve like Dylan's machete or Regina's stun gun


RUNNING MAN: Characters now run automatically and can fire from the hip at the same time

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Parasite Eve 2* (PS), *Any Resident Evil* (PS, PC, DC, N64)**

SECOND TIME LUCKY

The designers really have made changes for the better here. This is much more than just a second installment – it almost feels like a different game. They've kept the good bits from *Dino 1*, removed the dross and added some extra sweetness too. Simple really.

INCREDIBLE CRISIS

The PlayStation isn't short of survival horror titles, but this is a welcome addition. The lush backgrounds look like photos, making exploration a pleasure. The sense of a land out of time is compelling and you find yourself driven to uncover the strange dino-infested mystery.

DINO-RUNT

It's rare a sequel actually eclipses the original game, but *Dino Crisis* has had such a major revamp that the first-born looks an ugly runt in comparison. The addition of Extinction Points has added an RPG element which extends the game's lifespan massively. The Shops are a similar brainwave, enabling players to get their hands on serious weaponry from the word go. Some might find the arcade style too much of a shock but only the lilly-livered won't grow to love it.

computer and video games
★★★★

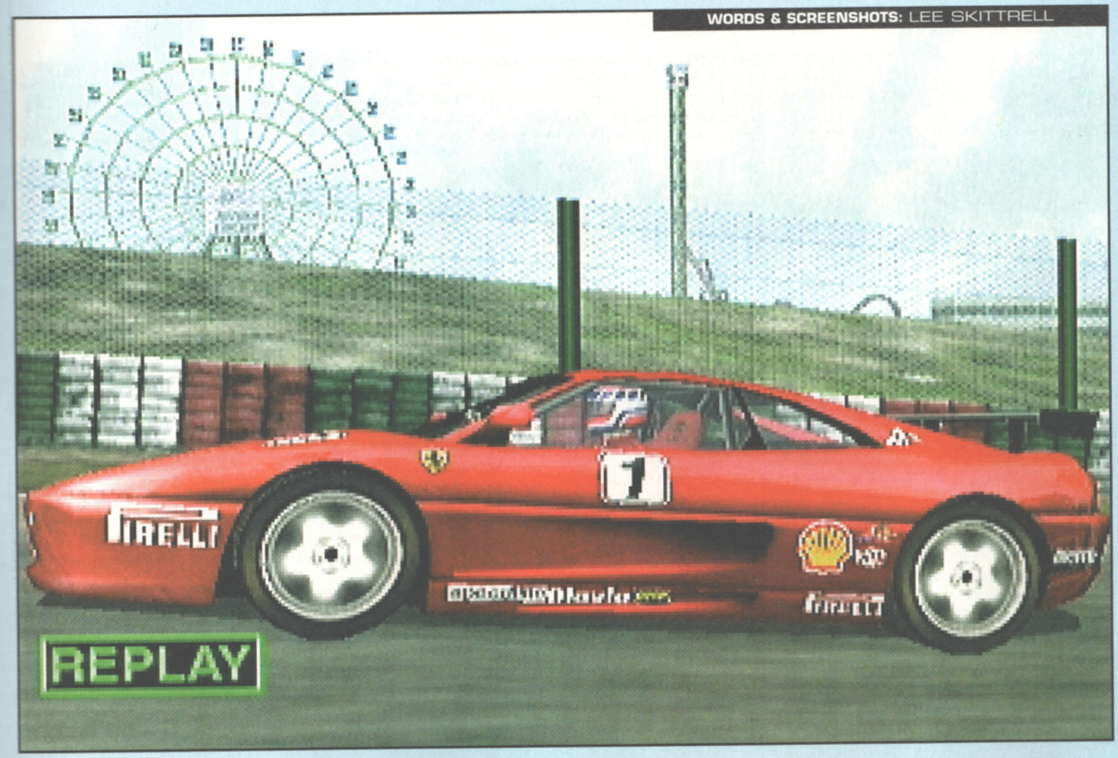
COMPETITION

To win one of ten copies of the slashtastic *Dino Crisis 2*, simply answer the peasy question below and send to our usual address, marked *Dino Crisis 2 Compo*

Which scary creatures are featured in the *Dino Crisis* series of videogames?

A) Fluffy kittens
B) Sea Monkeys
C) Dinosaurs

WORDS & SCREENSHOTS: LEE SKITTRELL


REPLAY
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PIRELLI

FERRARI 355 CHALLENGE

The title screen says "prestige, legacy and pride". Should say "frustration"

POSITION
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POSITION
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TOTAL 00' 42"691
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POSITION
4/8
LAP 3/4
TOTAL 02' 05"930
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3 00' 35"787
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POSITION
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LAP 1/3
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1 00' 24"136
133 km/h

LAP 1/3
POSITION
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TOTAL 00' 24"136
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109 km/h

Dreamcast

COST: £39.99
OUT: NOW
MULTIPLAYER: **1-2**

WHAT YOU NEED TO KNOW

Ask anyone what they'd buy if they won the lottery and you can guarantee a shiny, red Ferrari would be near the top of their list. But for those of us the balls won't ever fall right for, here's a taster of what it must feel like.

VORSPRUNG DURCH TECHNIK

As a piece of technical wizardry, *F355* is a revelation. Graphics run smooth and are super-sharp, with no noticeable slowdown and zero pop-up. Each course is chocka with trackside details and the stunning backgrounds will leave you salivating. Racing your Ferrari at sunset is kinder on your eyes than a caseload of Optrex. On the down side, though, it doesn't always feel like you're racing as fast as the speedo suggests and you'll probably want to turn down the sound unless 80s mullet rock is your bag.

TRAIN IN VAIN

What stops this being a first rate title is the difficulty level. *F355* is unforgiving, even for a sim, and you'll be screaming with rage as you make tiny mistakes which lose you pole position again and again. Getting the most from the game requires hours of practise, learning the best lines around each course and tweaking your snorting beast for optimum performance.

WORTH PLAYING?

With its gorgeous visuals and super-realistic gameplay, *F355* will appeal to all race freaks. And with a steering wheel and pedal combo it can really get your juices flowing. But the initial difficulty and frustration will deter many. If you're willing to spend time really learning how to master these cars and courses, the sense of satisfaction is extreme. But until you get there, expect more frustration than fun as *F355* puts you through your paces.

computer and video Games

★★★

IF YOU LIKE THIS TRY THESE...
GT2 (PS), *MSR* (DC)

Dreamcast

COST: **£39.99**
OUT: **NOV**
MULTIPLAYER: **NO**

HALF-LIFE

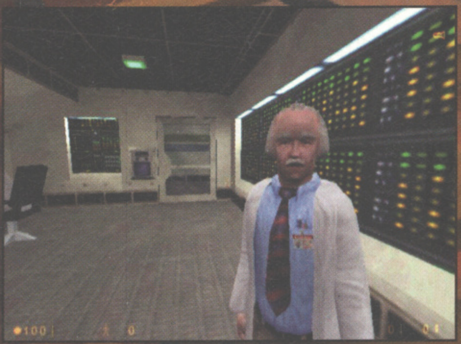
Another day at the office – via Hell and back

WORDSLEE SKITTRELL **SCREENSHOTS**VARIOUS

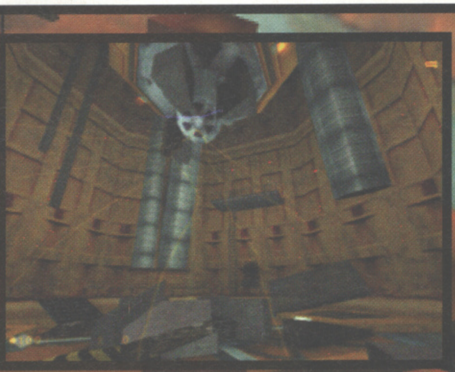
First person shooters are all the rage these days. The N64 has *Perfect Dark*, PlayStation's got *Alien Resurrection*, and there are about a squillion of them on PC. But poor old Dreamcast can only offer the chronic *Maken X* for ultraviolent FPS thrills. Until now. *Half-Life*, the multi award-winning PC smash, has just been converted to Sega's console and it's gonna put a grin wider than the Watford gap on the faces of trigger happy DC players everywhere.

TAKE METHERE

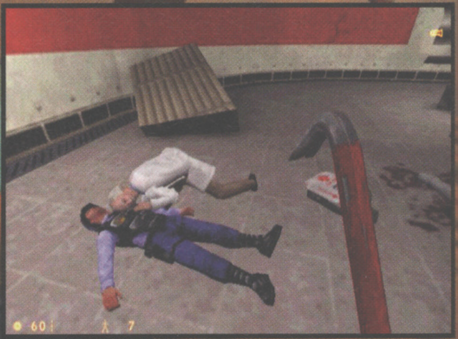
It's the incredible atmosphere *Half-Life* generates that makes it so special, and the DC version creates more vibes than a Mexican earthquake. The playable scene-setting intro sequence - where you take part in a secret government test that goes spectacularly wrong - is maybe the finest opening 20 minutes of a videogame you'll ever see.



These grey haired boffins spout techno-babble as they go about their work. They're all waiting for you to begin the experiment



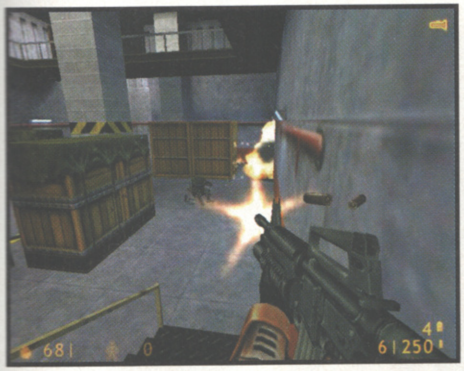
After a little wandering, you enter the test room only for things to go very, *very* wrong. Cue the arrival of dimension-hopping horrors

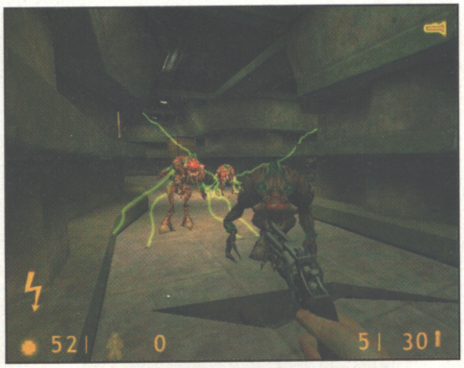


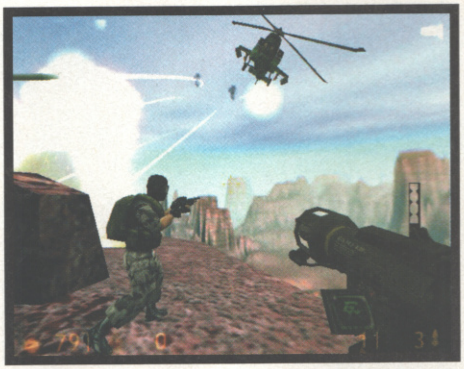
In the aftermath of the accident survivors scream for help, give first aid to stricken colleagues, or lie there with their guts hanging out

LOCK AND LOAD

After possibly the worst start to the day ever, you soon bump into some pretty nasty creatures. There are face-hugging slugs, strangely mutated scientists and electromagnetic pulse-firing beasts – all intent on saying hello to your innards. So you'll be pleased to get hold of some hardcore weaponry.

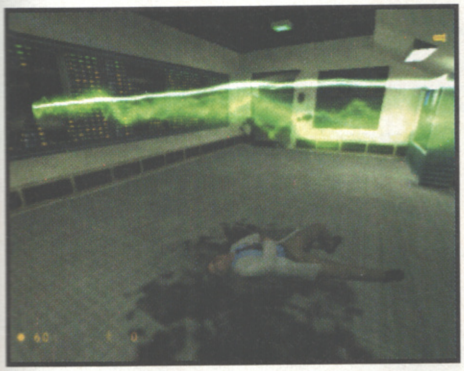

This rapid firing assault rifle makes quick work of most enemies. The trick is to be accurate. Bullets don't grow on trees y'know

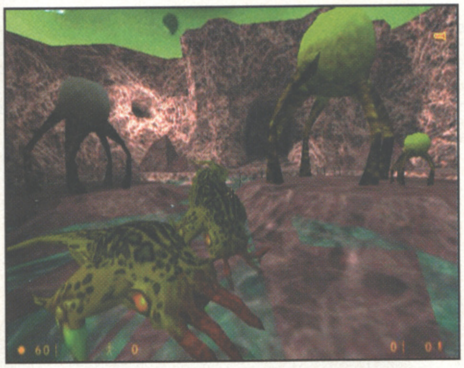

You, a chunky hand cannon and a whole big bunch of baddies. Headshots work best - if you can work out where their heads are

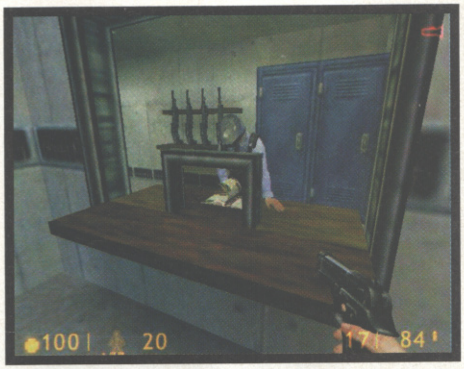

Later on, things get especially juicy. Take out the chopper with your shoulder-mounted SAM. Watch that goon standing nearby though

FUN FOR ONE

We had been promised online *Half-Life* DC deathmatching or at least some form of split-screen multiplayer action. Following development problems, though, all multiplayer elements have been ditched for the moment. Instead you get two blistering single player adventures and an add-on pack before the end of the year that'll let you play over the Net. Oh well.


Lovely lighting effects enhance the drama. But this green crackling stuff is deadly. You were speaking to that bloke a moment ago

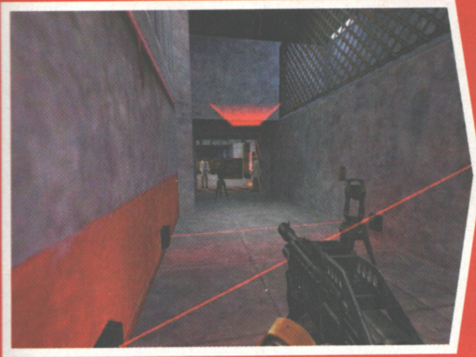

Just some of the nasties you can expect to meet up with later on. The opponents get significantly harder the further you play

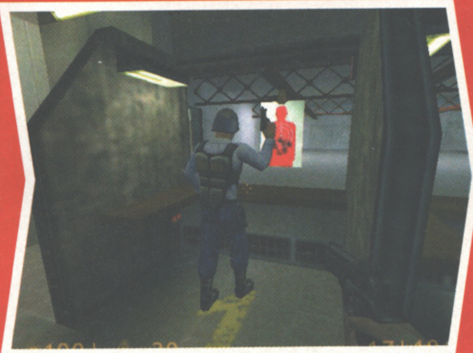

The level of interaction with characters in ***Half-Life*** is unprecedented in a console FPS game. This guy tools you up

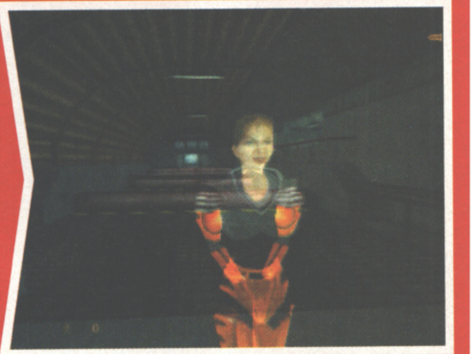
NSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUID

TRAIN AND STRIVE TO STAY ALIVE

Half-Life's training mode is one of the most complete you're likely to see. Pay attention and you might make it to the end alive

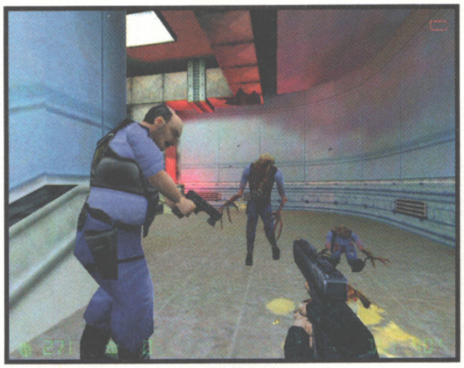

The Hazard Course training teaches you all the skills needed to negotiate the game, no matter who you choose to play as. Everything from long jumping to sharp-shooting is tested


Half-Life is a classy experience. The training game retains the killer feel of the main missions and is a total laugh to play as well as giving you skills that you'll need when the real action kicks off

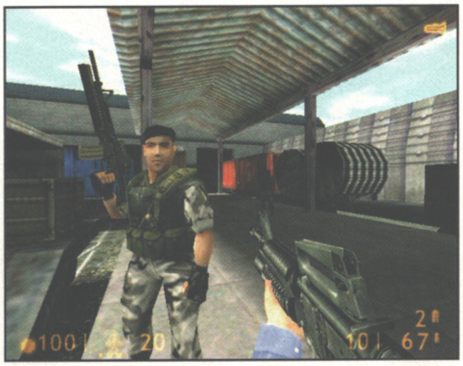

Like on PC, duck jumps are the biggest pain to master and the most frustrating bit of training. You must suss this out though, 'cos some areas in the game can only be accessed in this manner

BODY LANGUAGE

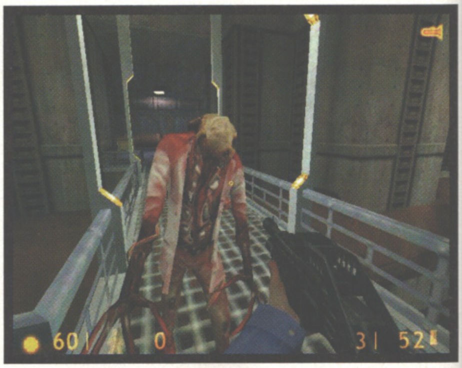
Apart from the extra Blue-Shift adventure, DC owners also get some major graphical improvements over the PC version. The characters and enemies are made up of far more polygons than on PC and the facial and clothing detail has been massively enhanced. You can even see them breathing as they stand and chat to you.



This screen from PC *Half-Life* semi-sequel *Opposing Force* shows the angular and pasty complexions of the PC heroes. They're still good, mind, but look a bit odd and clunky compared with the DC version



Compare the slightly outdated PC people with the DC update here. This is what in-game characters should really look like. For such a strongly story-driven game, it helps to have realistic looking folk

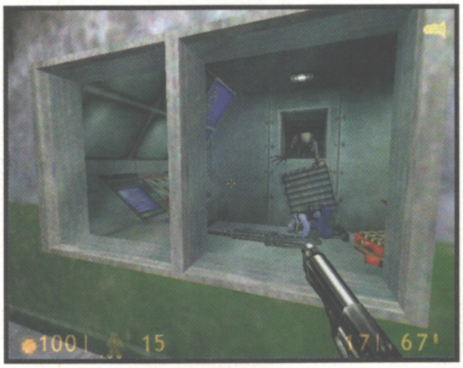


The pumped up visuals give the foul mutants extra menace too. You could conduct an anatomy lesson in this guy's gaping chest cavity. The whole game is full of spot-on graphical moments like these

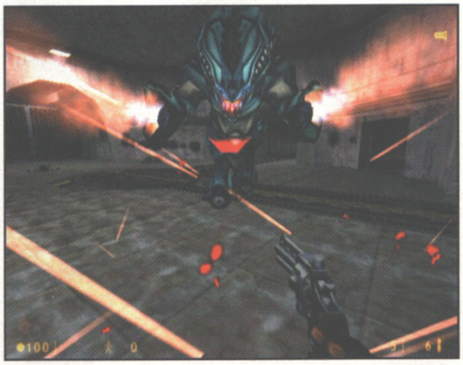
> **"Half-Life *is up there with the very best*"**

INTENSIVE AI

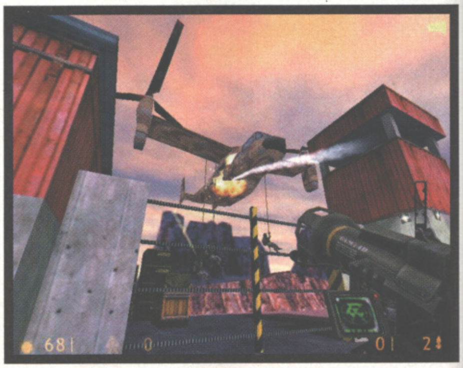
As a gripping and intense experience, *Half-Life* is up there with the very best. This is down to the expert level design, the thumping good story and frighteningly advanced enemy AI. The aliens will hunt you down to help you lose weight by removing your bowels. Learning their tell-tale sounds for advanced warning is fine, but you'll still brown your pants when they jump you unexpectedly.



This guy calls for your help, so off you go to investigate only to be scared witless by the funny looking grey guy in the ventilation duct. It's not long before he's chowing down on your helpless buddy



One of the biggest and most vicious buggers you'll be meeting. Make sure you're topped up with health and ammo before you even think about going toe-to-toe with this hardcore mutha



Full of fantastic set-pieces, *Half-Life* on DC throws up varied challenges all the time. The range of enemy characters and weapons to slay them with is mighty impressive

WE RECKON

IF YOU LIKE THIS TRY THESE...

***Perfect Dark* (N64), *Deus Ex* (PC)**

WE'VE BEEN EXPECTING YOU

Half-Life has been a long time coming. Our anticipation levels were high as we booted it up for the first time and we let out a collective sigh of relief when we realised it is as good as we had hoped. Despite the disappointment of no multiplayer at all (well, not until the add-on disc at Christmas), *Half-Life* is still a fantastic game and a DC must-buy. The Blue Shift mode, which lets you play as security member Barney Calhoun in an adventure that runs parallel to Gordon's story, is a superb variation on the original and provides welcome added longevity.

CAN'T IGNORE THE ISSUES

Though we will fight anyone who says this is not a fantastic game, there are one or two minor issues to pick over. The game loads in sections and frequently with it. Often, it's no more than just 30 seconds or so since the last load. While this may be unavoidable, it breaks the tension and atmosphere a touch. The *Turok*-style control system is generally good, although it can become unwieldy with some of the more unusual manoeuvres. Crouching in stealth mode and trying to move and look at the same time is especially frustrating.

HALF-LIFE, ALL GOOD

Half-Life is widely regarded as the best FPS shooter ever created but some might feel it's lost a little something in the transition to console. Awesome though it is, it falls an inch or two short of the mighty *Perfect Dark*. *H-L* doesn't quite have the combination of instant-thrills and extreme depth of Rare's blockbuster, but instead has a clinical PC-gamer's logic. Unusual for a console game maybe, but it works. This is essential for shooter fans and highly recommended to anyone else who enjoys a pounding story and a ton of clever action.

COMPETITION

Ten copies of *Half-Life* are up for grabs. Send answers marked *Half-Life* compo to the usual address by Nov 15.

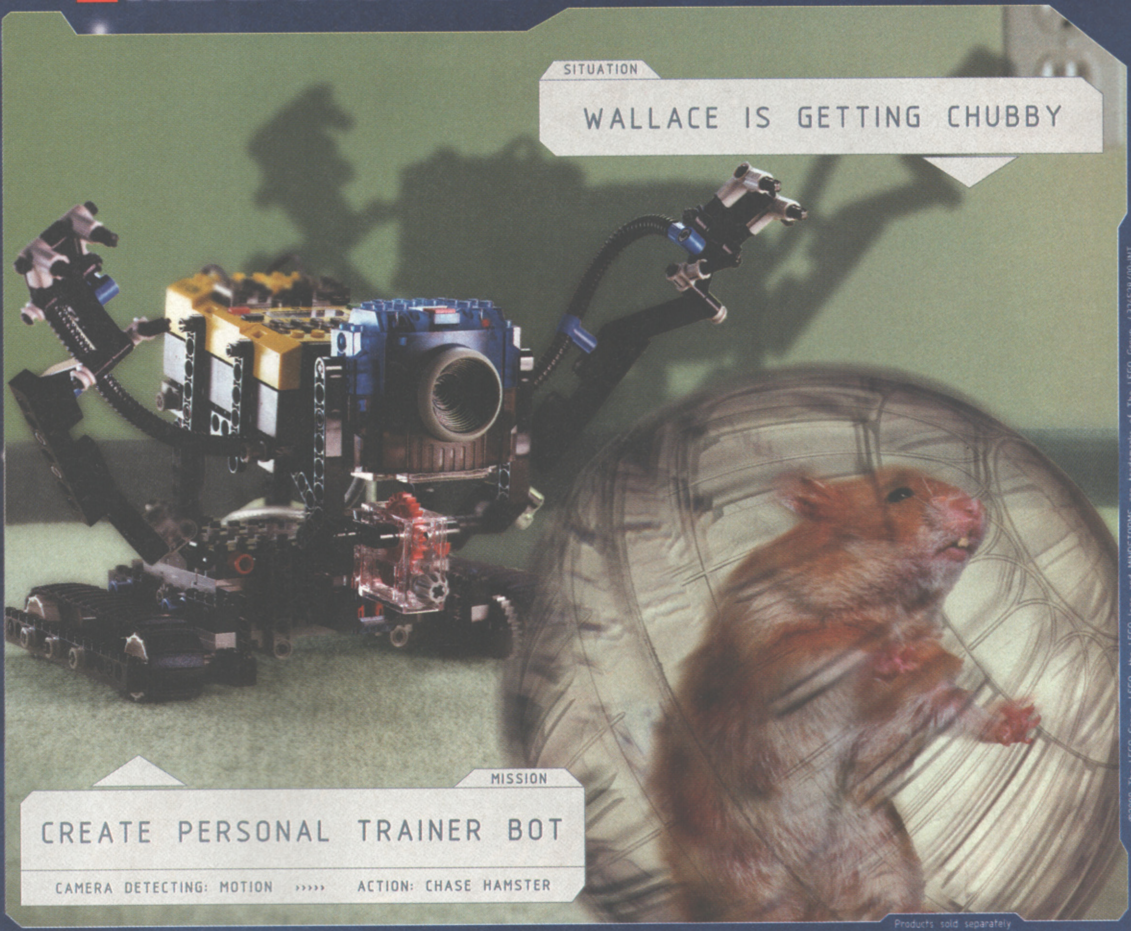
When did PC *Half-Life* hit the UK?

1/1997
2/1998
3/1999

computer and video Games

★★★★★

LEGO MINDSTORMS


SITUATION
WALLACE IS GETTING CHUBBY
MISSION
CREATE PERSONAL TRAINER BOT
CAMERA DETECTING: MOTION ››››› ACTION: CHASE HAMSTER

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PC required

WORDS & SCREENSHOTS: TRICKY DICKY MARSH

NINTENDO64

COST: **£44.99**
OUT: **NOV**
MULTIPLAYER: **1-4**

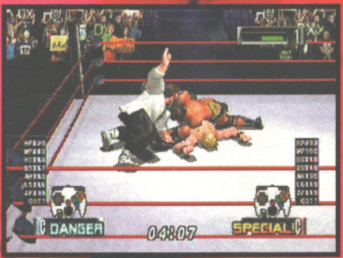
WWF NO MERCY

The best just had a nip and tuck

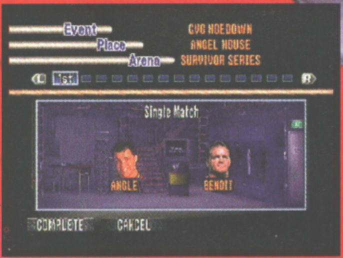
If there's one kind of game for the N64 that's guaranteed to sell by the shedload, it's a WWF game. *WWF Wrestlemania* was one of the highest selling Nintendo titles of last year, and we've seen nothing in *WWF No Mercy* to think it won't do the same this year. *No Mercy* offers the same riff-rocking, speaker-turned-up-to-eleven combination of playing options overload, super-tuned gameplay, legions of wrestlers and everyone's favourite, Create-A-Wrestler – all with added 2000/2001-ness.

OPTION NIRVANA

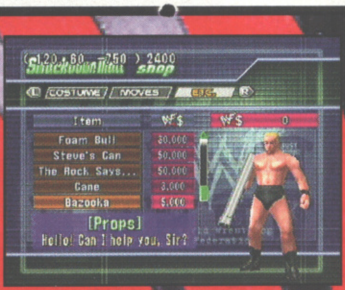
So much has been crammed into *No Mercy* it's a surprise the game's not haemorrhaging. So here's the list of all the playing options. Big breath... Championship, Survival, Exhibition, Royal Rumble, Pay Per View, King of the Ring, Guest Referee, Ladder Match, Ironman Match and Smackdown Mall. Told you it was a fat 'un.


DANGER
04:07
SPECIAL

Apart from the playing options, there are 10 arenas to stage your theatrical violence in


Event
Place
Arena
CVC HOEDOWN
ANGEL HOUSE
SURVIVOR SERIES
1st
Single Match
ANGLE
BENOIT
COMPLETE
CANCEL

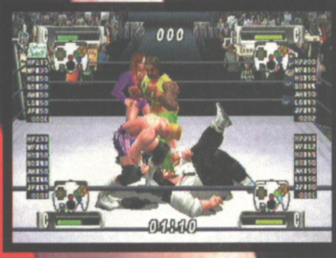
With the Pay Per View option it's possible to recreate any WWF event, past, present or future


SmackDown Mall shop
COSTUME
MOVES

Item	W$
Foam Bull	30,000
Steve's Can	50,000
The Rock Says...	50,000
Cane	3,000
Bazooka	5,000

[Props]
Hello! Can I help you, Sir?

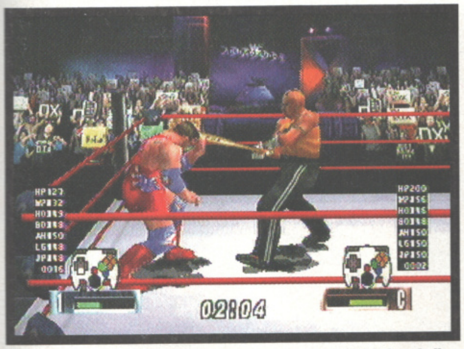
Smackdown Mall is the place to get all your wrestling essentials, from masks to new moves



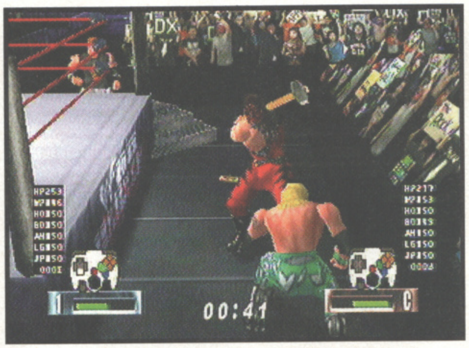
The Royal Rumble has faster wrestler movement, sharper graphics and a better feel than before

WEAPONSPAYBACK

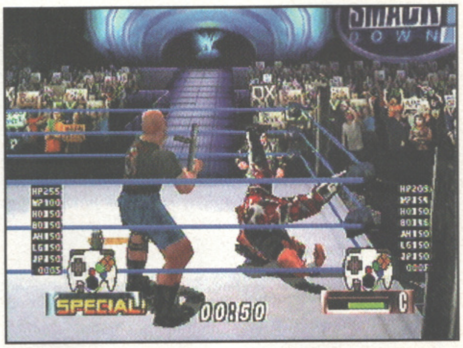
Flesh to flesh wrestling is fine, but when you have to inflict maximum damage there's nothing like a well chosen weapon. And unlike *Wrestlemania*, if you drop a weapon in *No Mercy* it merely falls to the floor, ready to be used again. With a little effort you can have up to four weapons in the ring at one time. Now *that's* progress.



Tazz is certainly enjoying entertaining Kurt Angle with his baseball bat skills. Oh, that's a home run. Surely that's too much pain



Kane is scary enough at the best of times, but give the man a whopping great mallet and he becomes positively fearsome


SPECIAL!
00:50

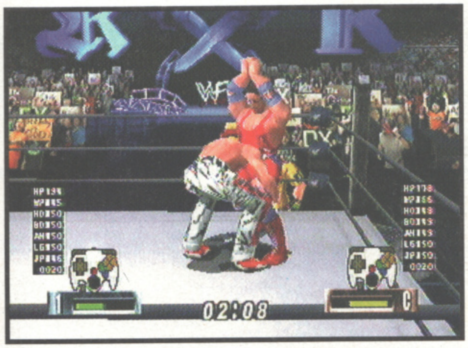
You will respect my authority! And who'd argue when Steve Austin's busting your head with a night stick? Anything you say officer...

NEWBOYZ

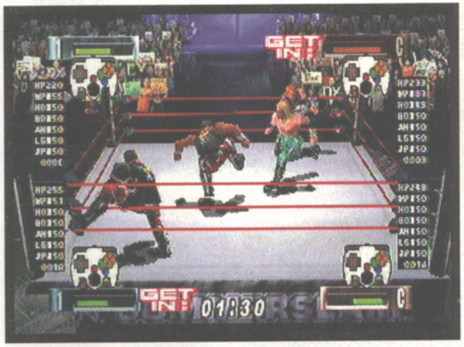
In an effort to make *No Mercy* as up-to-date as possible, a whole new slew of wrestlers has been included, taking the total to nearly 80. New boys like Tazz, Kurt Angle, The Dudley Boyz and Chris Benoit join the WWF ranks, making the Pay Per View options much more realistic, and giving the whole thing a fresh sheen.

CHRIS BENOIT

Chris Benoit has made a real splash since joining the WWF, and totally rocked during *Wrestlemania 2000*. And here he is



Kurt Angle has represented his country in the Olympics and won a gold medal – so why not kick his self important ass right now


GET IN!
GET IN!
01:30

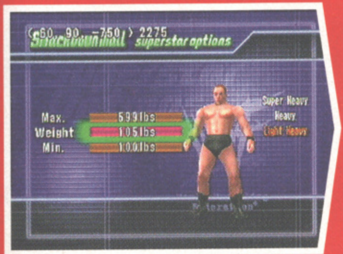
The Dudley Boyz are to wrestling what Ali G is to comedy: rude, crude and lewd. And they make a great tag team to boot

> ***"You can have four weapons in the ring at once"***

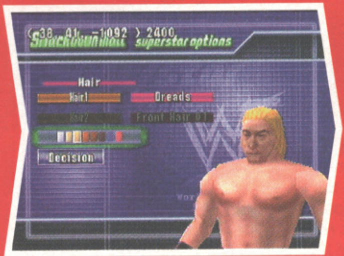
INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER INS

CREATE-A-FREAK

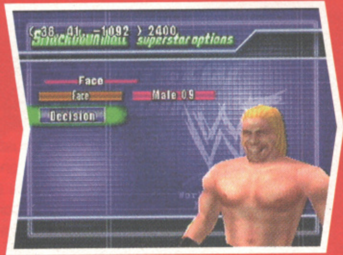
Create-A-Wrestler brings you one of life's true pleasures: creating a Frankengrappler and whopping butt in the ring with him. So ladies and gentlemen we give you...


superstar options
Max.
Weight
Min.
599lbs
105lbs
100lbs
Super Heavy
Heavy
Light Heavy

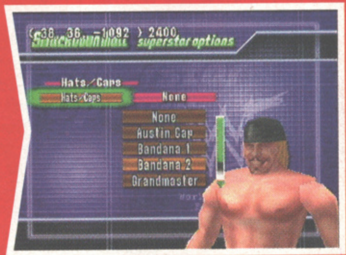
First up, choose the weight of your character. Do you like them inhumanly lardy for those mega body slams, or lighter and niftier for tricky ring work?


superstar options
Hair
Hair1
Dreads
Decision

Colour and style of the barnet is important. After all, where'd the Hulk be without his receding blonde main? We went for yellow dreads


superstar options
Face
Face
Male 09
Decision

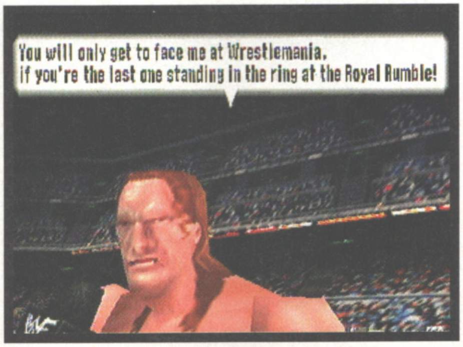
Next for the face. As you can see our man's got quite a smile. Mind you, wouldn't you be grinning like a Cheshire cat if you did what he does?


superstar options
Hats/Caps
Hats/Caps
None
None
Austin Cap
Bandana 1
Bandana 2
Grandmaster

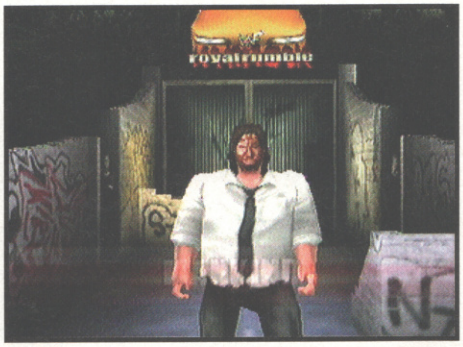
The papers might have panned him for the bandanna, but our David checked it with Posh, and she loves it. This dude looks pretty cool now, eh?

GLORY OR BUST

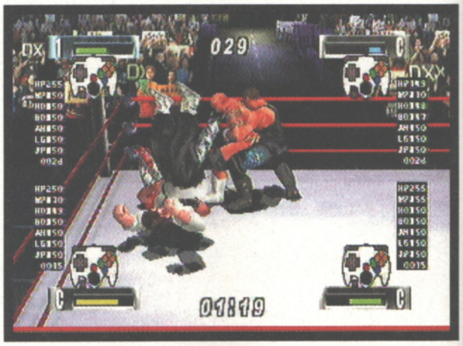
The road to WWF stardom is not an easy one – just ask Steve Austin. And now you can feel the pain and ecstasy of every step with the Championship mode. This much improved mode allows you to guide your wrestler from the early days to Wrestlemania glory, settling a few old scores along the way.


You will only get to face me at Wrestlemania.
if you're the last one standing in the ring at the Royal Rumble!

The scene's set for your meteoric rise through the WWF ranks, but hey, there's no pressure. Unfortunately there's no speech so you don't get to hear the Superstars talk. Never mind



Our aim is to lead Mankind all the way to the top from a feckless unknown wannabe to a cast-iron Superstar. And with any luck, we'll find him a shirt that fits somewhere along the way too

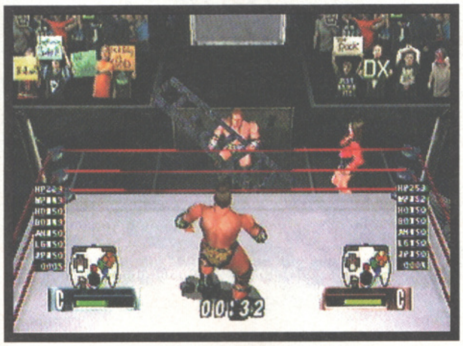


The first hurdle is the small matter of a Royal Rumble. Things start out OK but it's not long before our hero's getting his skull mashed by half a ton of enraged redneck. Way to go Mankind

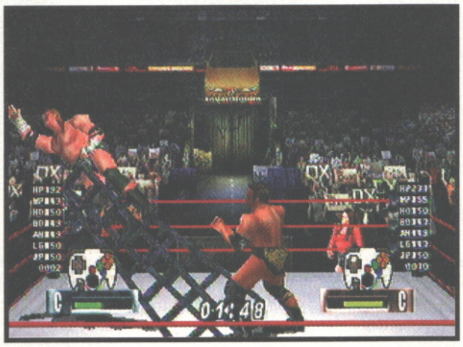
> **"Mankind's getting his skull mashed by half a ton of enraged redneck"**

LADDER TO HELL

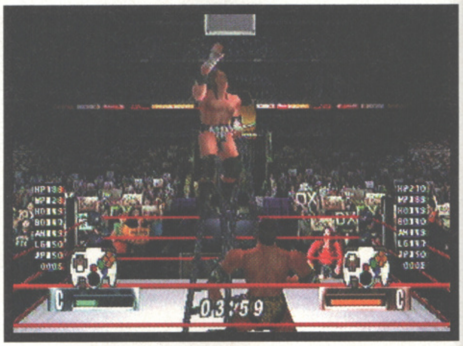
Yes, the daftest and most illogical addition to the already loopy world of WWF – the Ladder Match – is here in all its many-runged glory. You'll have to leave the ring to get the ladder, and once you've got it into the ring and managed to slap your opponent up sufficiently, you can reach for glory...



First things first: you've got to get the ladder into the ring. That's easier said than done with a huge bloke in pants trying to stop you, but you can use the damn thing as a weapon if you want to



The aim of the game is to climb the ladder and grab the suitcase full of booty before the other freak does. It doesn't always work first time though and it looks like this guy's gonna take a nasty tumble



You have to give your opponent a good leathering before you start climbing, so they're thinking less about stopping you and more about collecting their teeth off the blood-soaked canvas

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

WWF Smackdown **(PS),**
WWF Royal Rumble **(DC)**

GETTING THERE

WWF No Mercy is a solid follow-on from last year's effort. Like the FIFA football series, not much changes year to year, but little by little *No Mercy* inches towards Wrestling Sim perfection. There's much to admire about the game, not least its ambition. It sets out to be the best wrestling game on the N64, and by and large it achieves it. And that's no mean feat.

GAME BOY INTERACTION

At the time of going to print, THQ were being cagey about how the Game Boy *No Mercy* title will interact with the N64 version. It's highly probable that wrestlers will be able to move between the Game Boy and N64, meaning you'll be able to train and fight your wrestler on the move with your GB, and continue your unfinished business back home on your trusty N64. Completing the game on one format to open secrets on the other remains a very cool possibility too, but sadly we just can't report it as fact, so we can't include this feature into the score. Luckily, it doesn't change anything as it's a Five Star title anyway.

BELT UP

One innovation that's bound to please the wrestling hardcore is how title belts are presented. Now if you're the Intercontinental, Hardcore and World champ, your wrestler will enter the ring with all three: one over both shoulders, and one around their waist, which is always handy when you want to big it up in front of your jealous mates.

THE VERDICT

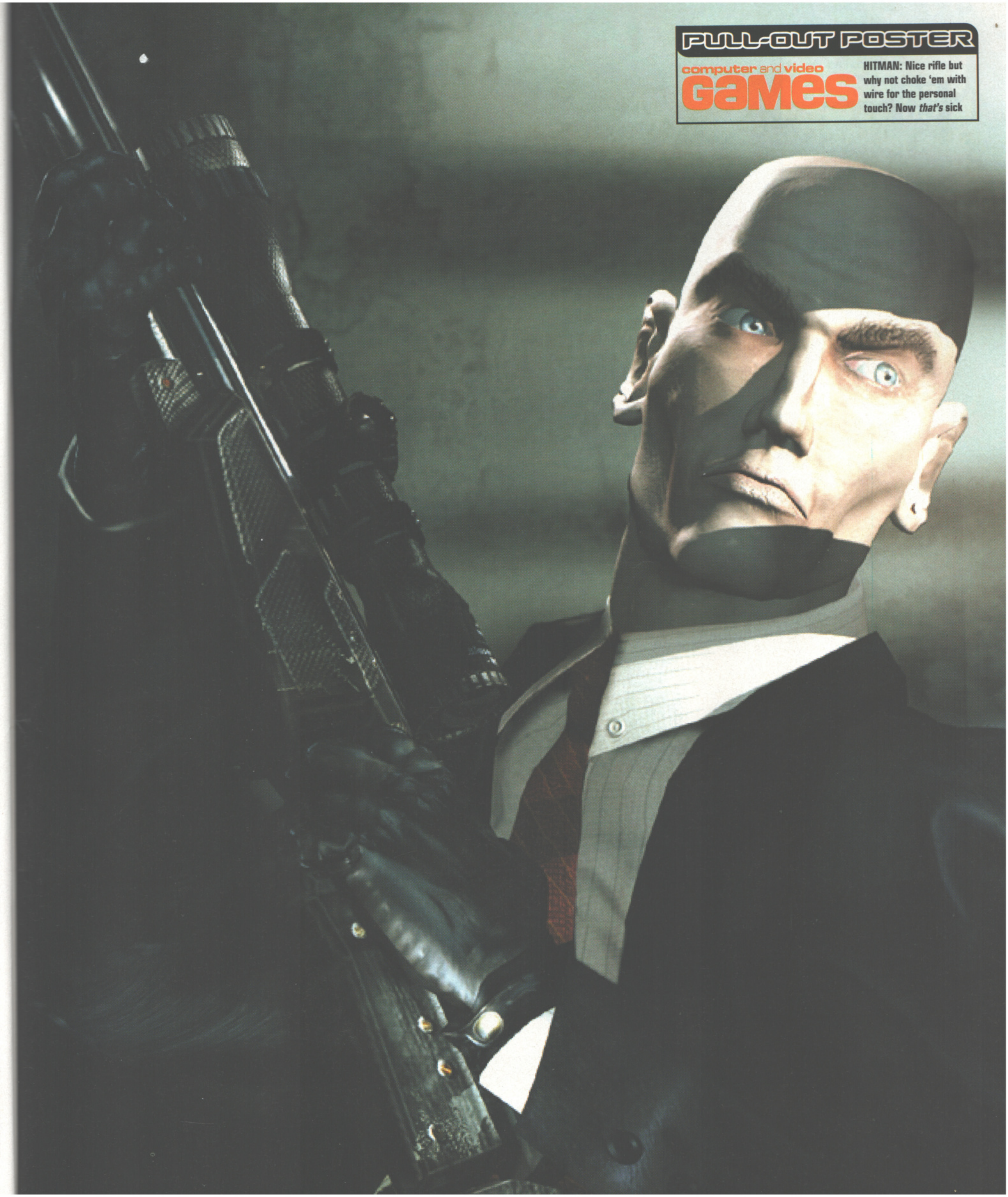
The way the game plays hasn't been radically overhauled, and most *Wrestlemania* fans will be glad about that. There are subtle changes which while relatively minor manage to make the game more satisfying. And with the speed and fluidity of the wrestling cranked up a notch along with tweaked animations and more outrageous arenas, it feels a better game. The best just got a bit better.

computer and video Games
★★★★★

PULL-OUT POSTER

computer and video GAMES

HITMAN: Nice rifle but why not choke 'em with wire for the personal touch? Now *that's* sick



PC CD ROM

COST: **£39.99**
OUT: **OCT**
MULTIPLAYER: **1-6**

BALDUR'S GATE II :SHADOWS OF AMN

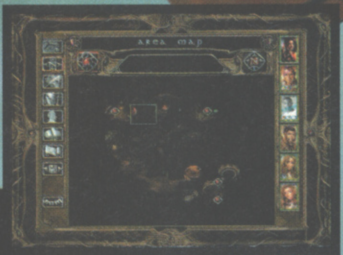
The best old school RPG on PC this year

Almost two years ago, *Baldur's Gate* single-handedly resurrected the role-playing genre. Based on Advanced Dungeons & Dragons rules, it made traditional RPGs fashionable again, thanks to its addictive gameplay and intriguing plot. Now it's time for a sequel, and the new game is even better. Improved graphics, a better story and stronger characters all add up to a game which will keep you glued to the screen for weeks. No, make that months.

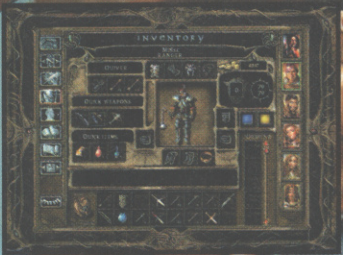
WORDS & SCREENSHOTS: CAL JONES

THE MENU, SIR?

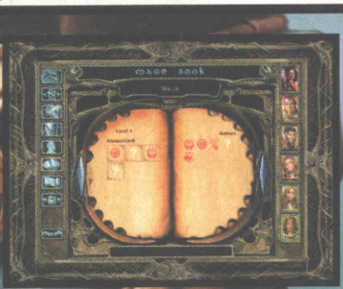
The in-game screen is easy enough to figure out – just point and click. But getting used to using the other menus may take a little longer unless you're a *BG1* veteran. It's not complicated, but if you're used to arcade-style games with very simple interfaces, here's a quick guided tour of the sidebar.



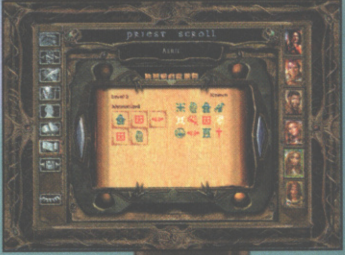
On the map screen your characters are represented by easy to recognise green circles



Drag weapons, armour and items in the inventory screen to equip or swap between characters



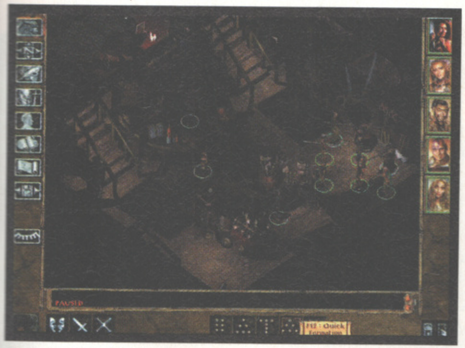
In the mage book click on the spells on the right to ready them for casting on the lefthand page



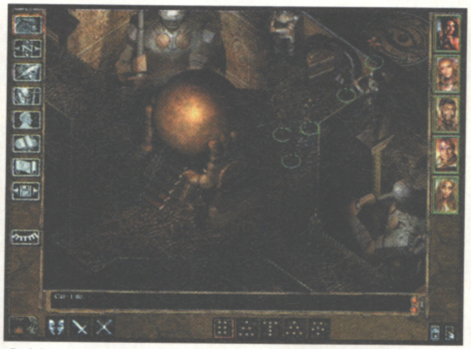
The priest's scroll is like the mage book except the priest doesn't have to learn the spells first

TRADINGPLACES

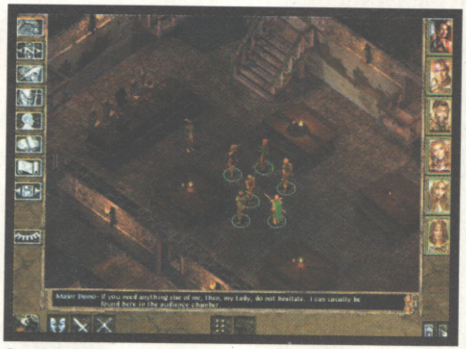
Amn is a big place – no, make that a *huge* place rammed full of lush locations. And with the hordes of ravenous beasts between you and the goals of the many quests you'll be given you'll thank your lucky stars to see the occasional oasis of calm to break up all that exhausting adventuring.



You'll buy and sell often in the plentiful shops on your travels, the best being the magical item dealing Adventurers' Mart



A visit to a temple can bring about the speedy recovery of an injured party member, or for a fee bring one back from the dead

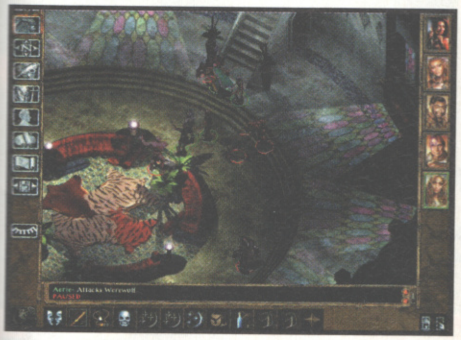


Complete Nalia's quest and you win this lovely castle where you can rest, store items, earn money from taxes and pick up sub-quests

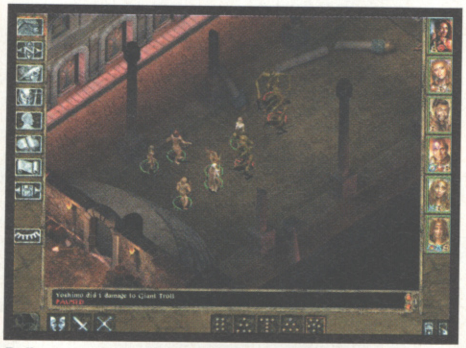
> **"What's an RPG without a heinous array of drooling beasts after your gold pieces?"**

MONSTERMUNCH

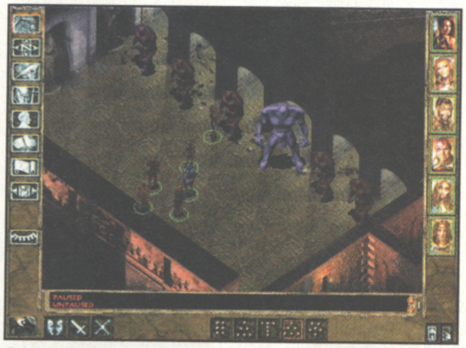
What is an RPG without a heinous array of drooling beasts after your blood and gold pieces? Wherever you go in this ultra-violent world, you'll find yourself under attack. Whether it's spell-wielding mages, lurking assassins or ravenous hell beasts, you'll have plenty of company – and a lot of it won't be of the pleasant persuasion.



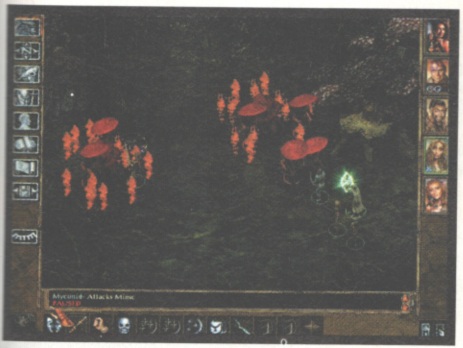
In the circus you'll come up against werewolves, shades and an earth elemental. Quite a mean little line up, really, but take care of your weaker characters and you shouldn't have too many problems



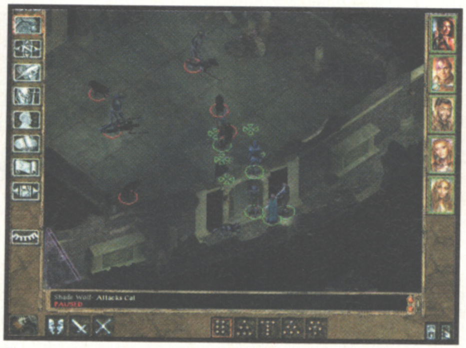
Trolls are tough. Since they regenerate, they don't die but fall unconscious, only to get back up again when they've recovered. When they're down, use fire or acid to kill them permanently



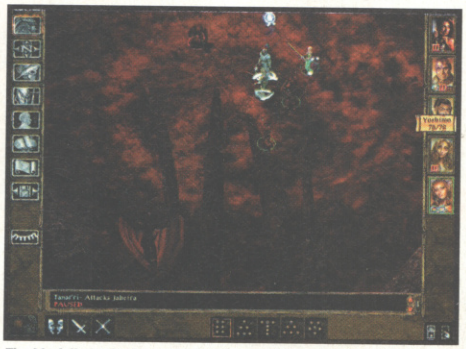
Golems are mindless creatures created from stuff like earth, flesh or iron. They're extremely tough and strong, invulnerable to spells and can halve your hit points with a couple of blows. Good luck



Looks like you have a fungal problem. The big mushrooms – spore colonies – keep producing mushroom men, known as myconids, until you kill them. They cause fear in characters and are a total pain



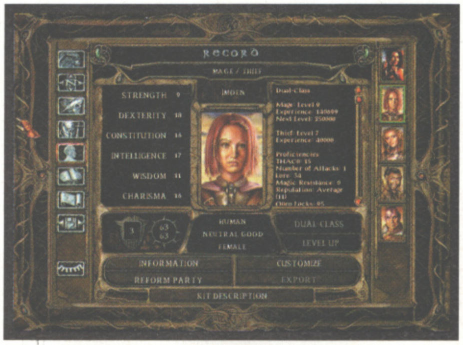
The undead are always tricky to deal with, since some can only be harmed by magical weapons. These shadow wolves and skeletons aren't too hard to kill but their numbers can be overwhelming



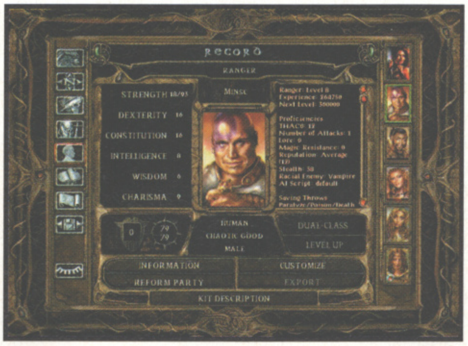
The big fella in the bottom left is a demon. Very hard to kill and very dangerous, you don't want to run into him early on. You need his heart to return home. He needs it to live. This could get messy

ROGUE'S GALLERY

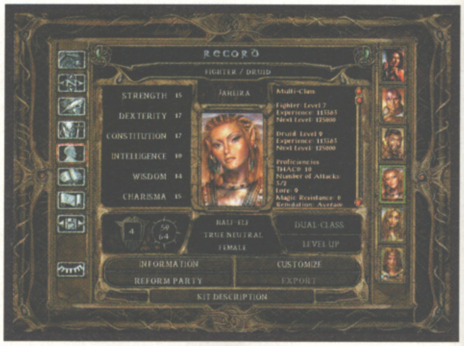
Your character's dad may be the god of murder, but you won't get very far on your own here. Recruit five other party members and you'll have a much easier time. Along with a few old faces from the first game, you'll meet a whole motley crew of new characters with careers ranging from stalker to shapeshifter. Here's six of the best.



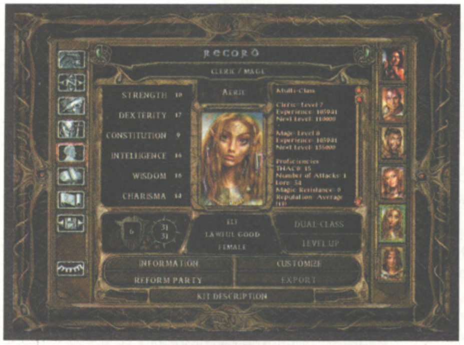
Your best buddy from *Baldur's Gate*, Imoen, has become older and wiser in the sequel. As well as gaining a scar over one eye, she's progressed from a mere thief to a spell-casting mage/thief



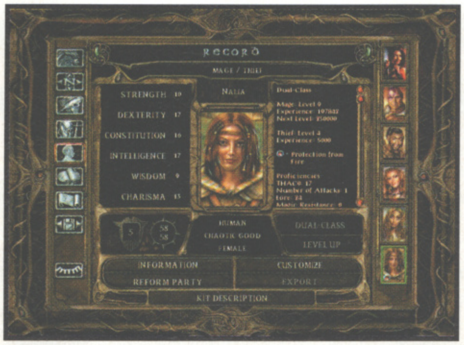
Another familiar face is the berserker ranger Minsc. A fearsome fighter, he's received one too many bangs to the head and now won't go anywhere without his hamster, Boo. Soft git



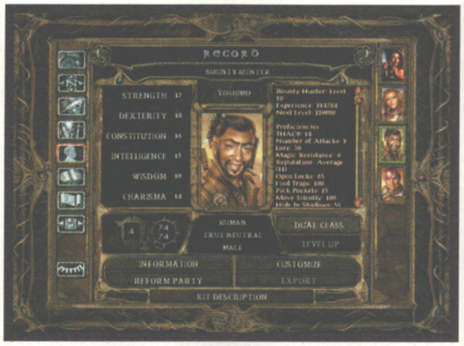
This saucy-looking half-elf is the druid Jaheira, who appeared in the last game. As well as getting a bleach job, she's also lost her husband and carries a lot of emotional baggage as a result



A rare winged elf, Aerie (the not-a-fairy) had her wings cut off at an early age. Though very naive, her magical powers are highly useful. She's a cleric/mage and can cast healing as well as battle spells



Like Imoen, Nalia is a mage/thief who can pick a lock as well as blast monsters with magic. She's also a noble's daughter, and if you carry out a quest for her, she'll let you live in her castle



Yoshimo is one of the new character classes: the bounty hunter. He has a range of thieving skills but can also set traps to hurt unwary monsters. He's suspicious about your parentage, but who isn't?

> ***"You'll meet a whole motley crew of characters ranging from stalker to shapeshifter"***

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Icewind Dale* (PC),**
***Diablo II* (PC)**

ELF CONSCIOUS

Don't be put off by the Dungeons & Dragons theme – this isn't all poncey elves and tree-hugging fairies. Instead, there's a great storyline, lots of fighting and many, *many* hours of entertainment. In fact, expect some 450 in total including all the sub-quests. Some of these side adventures depend on what class of character you play and which NPCs you allow into your party, offering great incentive for replay with a new main character. You couldn't get a better value for money RPG anywhere.

NOT A HACK 'N' SLASHER

BG2 is very easy to be drawn into, and there's even a tutorial if you're new to RPGs (which you'd be advised to complete since you're thrown into some serious scrapping right from the start). The biggest potential fly in the ointment is getting familiar with the menus and toolbars, but it's actually all fairly intuitive, making *BG2* surprisingly painless for most players to pick up. Unlike some older RPGs, there isn't too much puzzling to be done – gameplay is more focused on exploration and extensive battles which require regular pausing for tactical considerations and party management. So don't go expecting the *Nox/Diablo 2* all-action school of RPG because *BG2* requires far more careful thought.

MORE PERSONALITY

The best bit, though, is the characters. They have a lot more personality than in the first game, and instead of following you around like sheep, they ask questions, express opinions, argue and make friends. Consequently, you get attached to them, drawn into the plots and driven ever onwards to finish the game (if you've got the time). Which isn't a bad definition for what makes a great role-player.

SWORD POINT

Detractors will whinge about a lack of originality and the tweaked graphics looking a little tired, but this is the sort of game that will have traditional role-players waking up in the middle of the night all sweaty with a goofy grin wrapped around their faces. That's if they can tear themselves away from their PCs to go to bed in the first place. If you love traditional RPGs, it's a must-buy, and if you're a newcomer, *BG2* could be the one to open up a new world of gaming wonders for you. If you hate RPGs, well, you'll miss out on a classic.

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MARIOTENNIS

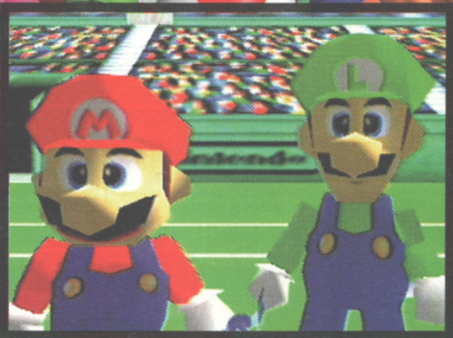
Nintendo's allstars step out of *Mario World* and onto Centre Court

WORDS & SCREENSHOTS: DEAN SCOTT

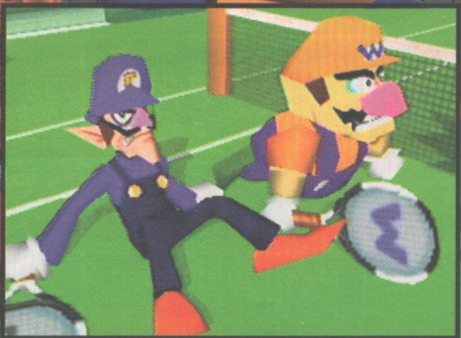
If you watched Wimbledon this year, you might have missed the green dinosaur and the talking toadstool knocking up. Don't worry, though, because Nintendo has captured that magic on cartridge, and you'll also get to play as a tradesman who's swapped his pipe wrench for a tennis racquet. Let's play!

FAMILIARFACES

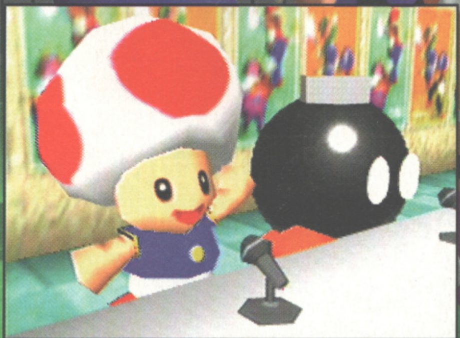
It's called *Mario Tennis*, so it's a pretty safe bet that the dungareed plumber is a selectable character. Backing him up are stacks of Nintendo favourites, each with different skills and abilities. Yoshi's got good speed around the court while Donkey Kong has shot power and Princess Peach is a technical wizardess.



The brothers have good all-round skills and are tough to beat. The sibling rivalry of Mario vs Luigi should be everyone's first match.



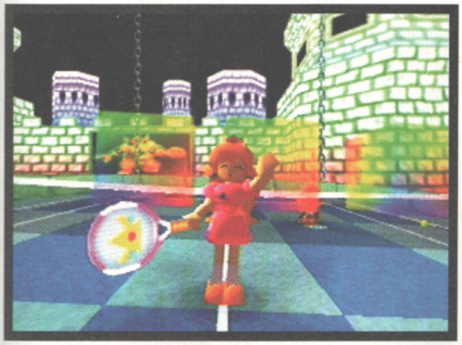
Who's the lefthand guy next to evil cousin Wario? He's the new boy, Luigi's evil cousin Waluigi. What next? Woshi? Wonkey Kong?



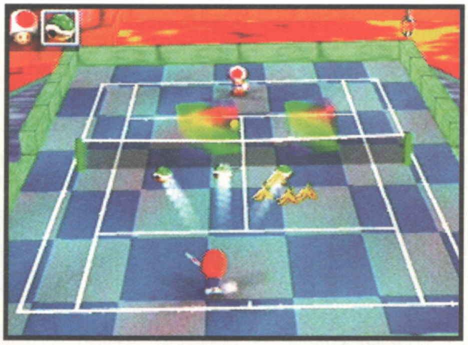
Cooler still are the fringe characters that make an appearance. The line judges are Bob-Ombs that explode when a fault is served.

BOWSER'S PLACE

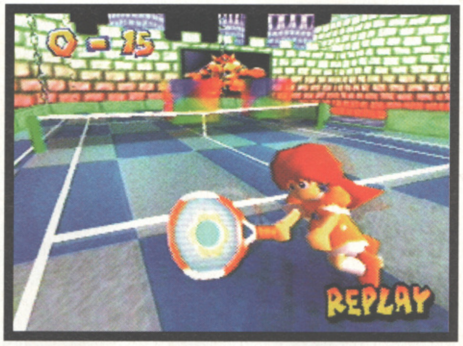
Mario Tennis cleverly sucks up lots of cool bits from the *Mario* universe and uses them in innovative ways. Bowser not only features as a character but there's a special stage based on his famous castle too. The main court is suspended on lava and tilts left and right sending the players sliding everywhere.



On Bowser's court are power-up cubes straight out of *Mario Kart 64*. Break 'em open for banana skins, koopa shells and lightning



Clatter you opponent with a shell and they're briefly stunned - just long enough for you to smack a forehand past them down the line

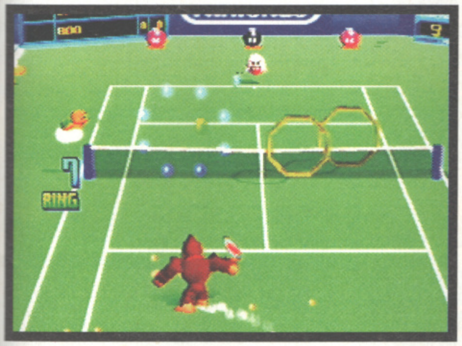


It's great fun for a short time, but the fact that your tennis skill isn't necessarily what will win you the match can get annoying

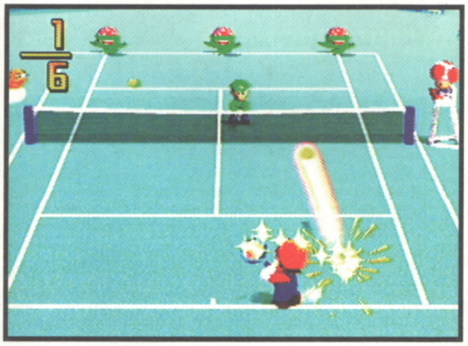
"You'll never fully master the controls"

HEAVENLY FEATURES

Mario Tennis was made by the same team that did *Mario Golf*, so expect a few game styles over and above plain old tennis. In one mode you both attempt to guide the ball through hoops to build up points over the course of a rally. Who wins the rally picks up the points total at the end.



Ring matches kick off at a pace but later you'll need to sustain and win longer rallies to rack up enough points to make the next stage

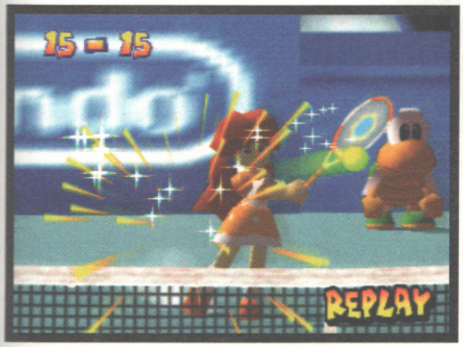


Piranha plants are the bane of Mazza's life. In this mode you whack the balls they spit at you past Luigi who's guarding the net

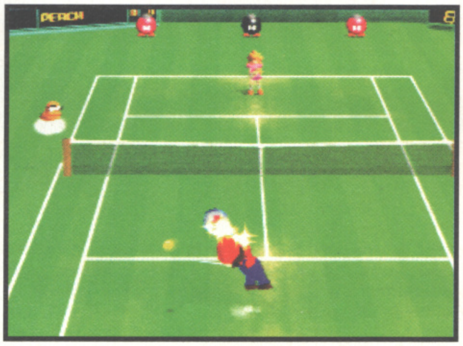
There are hatfuls of tournaments but you'll rip through them pretty quickly as the CPU characters play like Henman on a bad day

ACE OR FAULT?

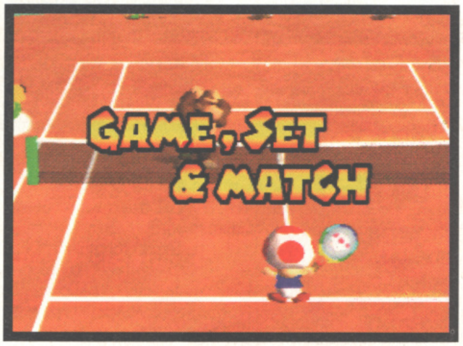
Any 'fun' sports title lives and dies on playability, and this comedy court caper doesn't get it all right. The characters move like they've run straight out of *Mario 64* onto the court, so their movements have got that slightly annoying inertia. And you can only play on the analogue stick which doesn't aid control.



Chips and dropshots come from tapping different combinations of A and B. Complicated controls are not what you need in a heated rally



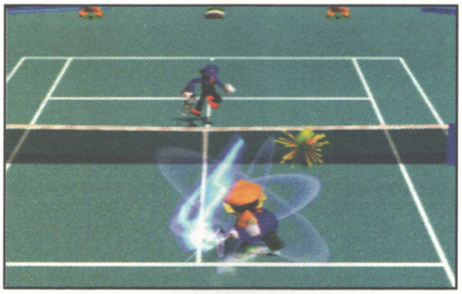
The characters' reach is poor. You hold buttons to store up shot power, but half the time you connect with thin air



Once you're used to the controls, you can play some impressive stuff and when you play a newcomer you'll cane them easy

WHO'S ON CENTRE COURT?

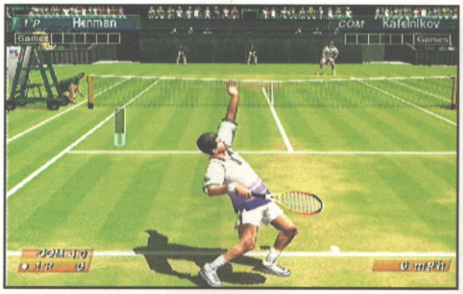
Two months back CVG went crazy about *Virtua Tennis* on Dreamcast. If you've got both formats then you'll want to know which one deserves your cash. So check out this four set head-to-head challenge to see which is top dog.

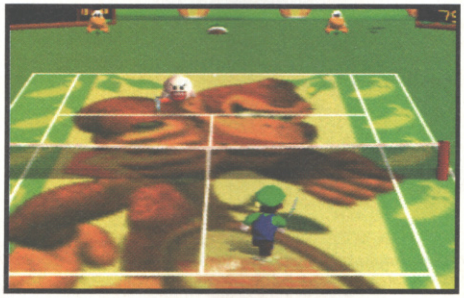


1ST SET: PLAYABILITY

Virtua Tennis is based on an arcade game. You don't need to study the manual, just dive in and feel good right away. Simple controls mean a *Virtua Tennis* master has got his strategy and court technique sorted out rather than being a master of the control system. *Mario Tennis* plays well, but isn't nearly as intuitive. The killer shots only come with a good grasp of the control system, and the analogue stick is not perfect for precision gaming. Miss the ball and it's easy to get the feeling it's your character's fault and not your own.

***VIRTUA TENNIS* LEADS ONE SET TO LOVE**

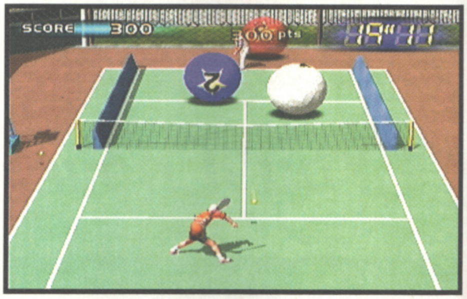


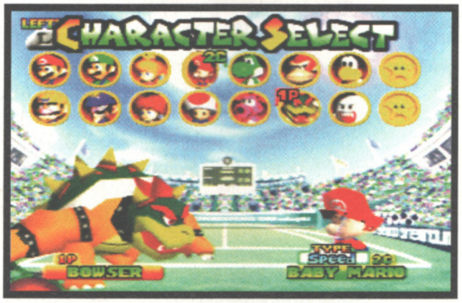


2ND SET: FEATURES

Virtua Tennis' World Circuit mode is cool as hell first time round. You get to play ten-pin, whack inflatables and plenty more besides. But once you've done each event, you're not likely to go back in a hurry. They're more novelty items than anything else. On the other side, *Mario Tennis* is so packed with features it's a wonder they managed to screw the cart together. Ring matches, the Bowser stage, the Piranhas – the list goes on and on. And each event is like a game in its own right, making for plenty of replay value.

MATCH TIED AT ONE SET EACH

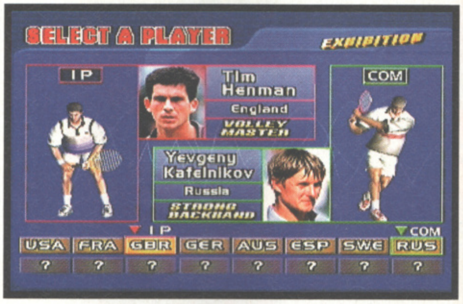


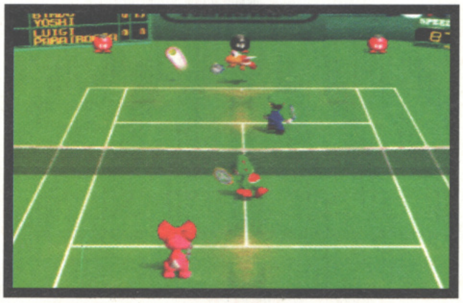


3RD SET: CHARACTERS

Obviously *Mario Tennis* doesn't look as good as *Virtua Tennis* being as it is on the mighty Dreamcast. But both games are stunners for their respective formats. Playing as Mario and Co is great fun and full of laughs, but it can't quite match the thrill of guiding a photo-realistic Henman to a win over the much hated Carlos Moya. Both games have massive character rosters which is great, but *Virtua*'s added realism shades it. The victory could have been even more comfortable if half of the players in *Virtua* weren't nobodies.

***VIRTUA TENNIS* LEADS TWO SETS TO ONE**



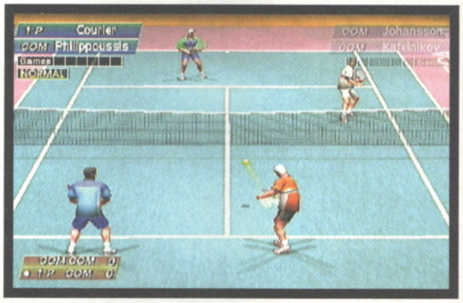


4TH SET: PARTY PLAY

A room full of *Virtua* players scream and curse at each other the whole time. The game really hypes you up, and you torture the pad looking for an extra few mph on returns. When you win, you shout and don't care who hears it. *Mario Tennis* entertains a roomful at a more peaceful volume. The adrenaline rushes slightly during long rallies but doesn't peak anything like as high as *Virtua*. So if it's full-on four player craziness you're after, then *Virtua* is the choice to make.

***VIRTUA TENNIS* LEADS THREE SETS TO ONE.**

GAME, SET AND MATCH TO *VIRTUA TENNIS*



WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Virtua Tennis* (DC),**
***Smash Court Tennis* (PS)**

IT SHOULD BE PERFECT

CVG's offices are full of games freaks. And most them would come out of a session on *Mario Tennis* with a slightly uncomfortable expression on their face asking other people what they thought of the game. The reason being that all the ingredients to make a great game are here, but playability problems sour the mix somewhat.

IT WILL ANNOY YOU

No matter how long you play it, you'll still glare at your pad in frustration while playing *Mario*. You'll get the hang of the controls quite quickly, but you'll never fully master them. Another big problem is the lack of tension. A rally in *Mario* just doesn't seem to whip up the same level of frenzied nerves as *Virtua Tennis* so easily does.

WE DO LIKE IT THOUGH

You might think we're hitting this pretty hard for a Four Star review, but you expect the best from any Mario game. And when you're looking for near perfection, the flaws are even more visible. But that's not to say compared to most this isn't a quality title. It is. *Mario Tennis* looks awesome and will provide hours of single and multiplayer fun, but it's just that if you've got the choice, *Virtua Tennis* is definitely the superior title.

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PC CD ROM

COST: **£34.99**
OUT: **OCT**
MULTIPLAYER: **1-8**

WORDS & SCREENSHOTS: PETER WALKER

COMMAND & CONQUER
RED ALERT 2

Set attack dogs on American baseball players and drive tanks on football pitches? Oh, go on then

Everyone knows nothing good ever came from those bolshie Soviets. Behind the Iron Curtain, Stalin's ruthless struggle for God-like power cost countless lives while the desperate drive for a technological edge over America destroyed huge swathes of Mother Russia, leaving modern day Soviets with a legacy of misery and utter humiliation that those capitalist Yankee scum finally beat the might of Communism. No, wait a minute, that's the plot for *Red Alert 2*. See, good things do come out of the former Soviet Union – like the perfect starting point for a videogame storyline.

SOVIETS VS ALLIES

Following from *Red Alert 1*, Stalin is dead and the Allies have stuck a puppet president in charge of the now peaceful Soviet Union. Only Alexi Romanov isn't quite the stooge he appears. The game opens with him launching an all-out attack on America, and the question is: which side are you ready to commit genocide for?

Romanov wants... well, the whole world. The guy with the metal mullet is his psychic chum Yuri

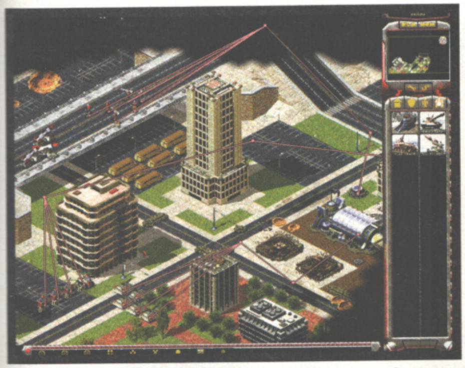
The invasion catches the US leader with his pants down (again). Bet he was thinking of this babe

RA1 veterans' fave kick-ass commando returns. The vaguely famous guy is, um, we forget

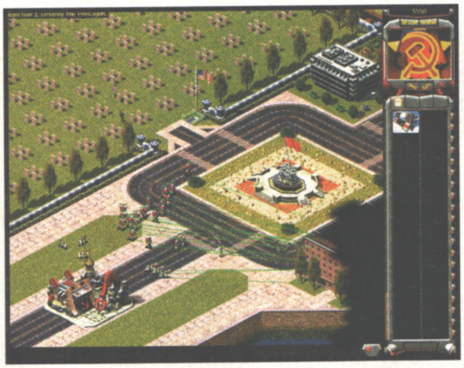
Keep your hair on, we just forgot. Look at the female talent – that ought to cheer you up

FEATURE TEACHER

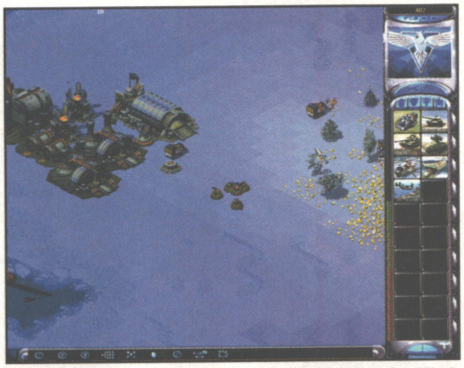
If you've played a strategy game this side of 1996 you'll feel comfortable pretty quickly here. Nearly every RTS title has borrowed heavily from Westwood's *C&C*, and *Red Alert* follows the formula pretty close too. Build base, get resources, assemble strike force while fending off enemy attacks, go in for the kill. So what *is* new?



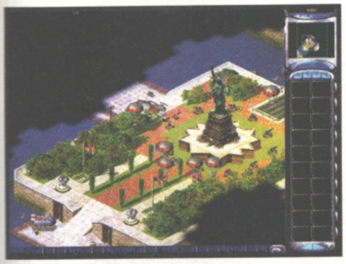
Er, they tweaked the interface – unlimited unit queues, and a new advanced command bar making it easier to issue orders, including this waypoint system for simultaneous and linked attacks



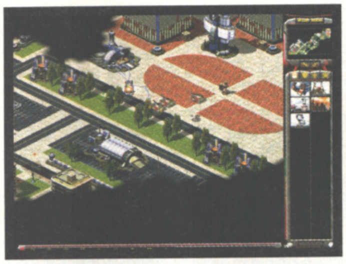
See the building on the right? Our glorious Soviet footsoldiers are capturing it. Civvie buildings can be turned into strongholds, letting you turn some of the city maps into one big fortified bunker



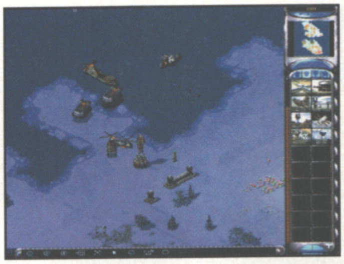
Resource Miners (read Harvester) come in two flavours. The Allies' teleport back to base when full while the Soviets' are armed. Either way, you can spend more time concentrating on tactics



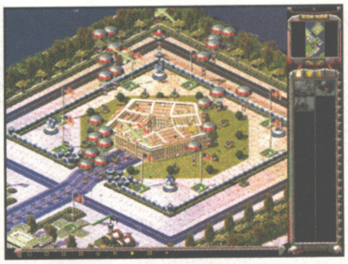
Each army has different technology trees and there's more variety in how the units function. These GIs' firepower improves when dug in



Old favourites return – but better. Plant a spy in an enemy barracks and all new units you create are instant veterans sporting these yellow marks



This being the *Red Alert* universe, there are no burrowing units. Instead you get new psychic units and naval forces including these dolphins



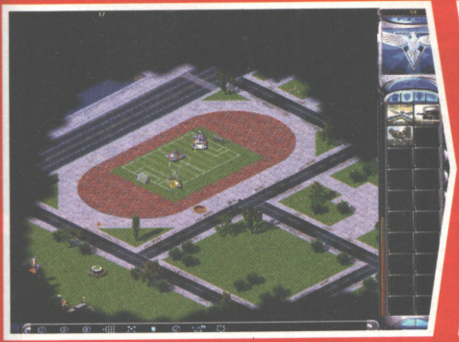
New buildings include early warning psychic sensors and cloning vats that double unit output. And there are the landmarks to play with...

> **"The question is: which side are you ready to commit genocide for?"**

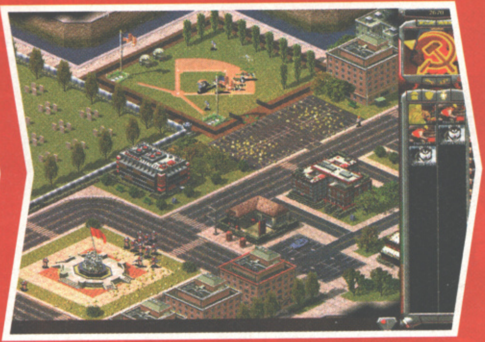
INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUID

LIGHT RELIEF

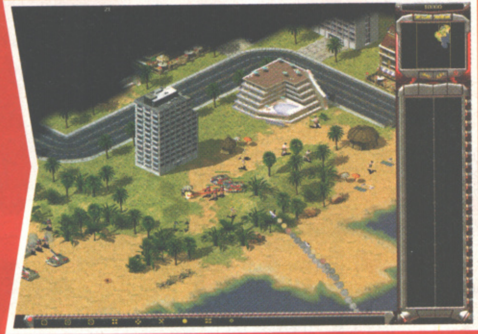
Red Alert 2 has loads of scenery to destroy, civvies to massacre and even famous buildings to ruin, which is always a fun distraction when your tactical brain hits overload



Now *that's* footie violence. Even Millwall don't use tanks for pitch invasions. Here the Germans whip the French... for once



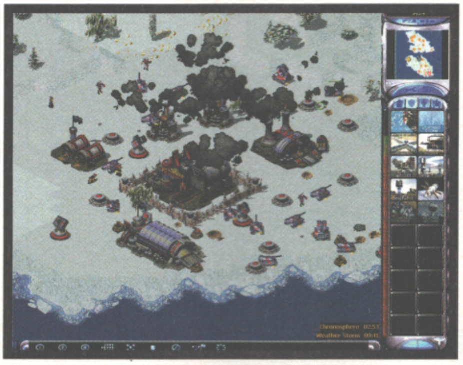
Alexander, Boris, Vladimir: see the baseball diamond? Kill the yankee scum and cock your legs all over their boring pitch. Good dogs

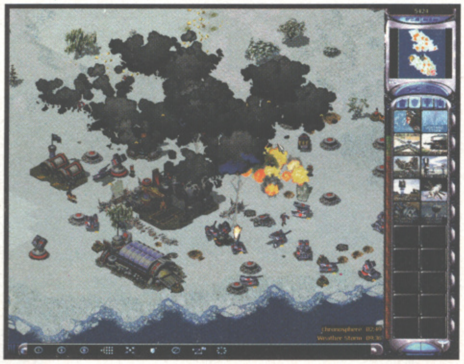


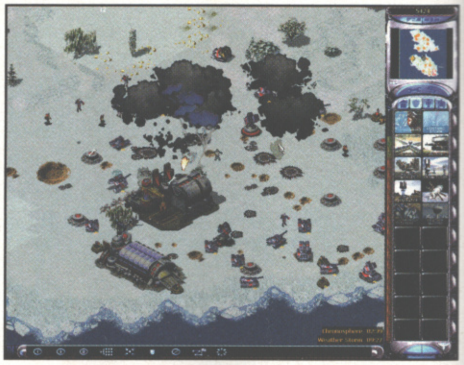
Comrades. That umbrella over there represents a serious threat to our invasion plans. Eliminate it using extreme prejudice

BRING OUT THE BIG GUNS

Tanks that can disguise themselves as trees and robots that dismantle enemy tanks from the inside are pretty tasty. But to create a faster and less predictable strategy experience, Westwood have also given us some really heavy hitting structures that can turn the tide of battle in a flash.


The Soviet Iron Curtain invulnerability machine and the Allied Chronosphere Teleporter now work on groups of units. The Allies can now launch massive weather strikes like this one...


...which as these shots show, can devastate an entire base. The Soviet nuclear strike is similarly powerful. In both cases, you get several minutes advance warning of a strike to try and stop it


All this means the old tactic of holing up in a big base is now obsolete. Not that you could do that anyway 'cos, unlike *Tiberian Sun*, bases don't have gates - opening games right up

THEN THERE WERE EIGHT

Solo campaign scrapping is all fine and good, but you really can't predict what stupid (or insanely brilliant) tactics another human will try. *RA2* comes with the usual option to mix it online through Westwood's servers, but this time with up to eight players. Imagine the chaos.

You've got a random map generator, beacons for alerting allies plus a very cool co-op campaign

Each nationality gets a unique unit or structure. Like the Cuban terrorists and Libyan suicide trucks

Skirmish mode for Johnny no-modem returns. It's good for multiplay practice but not without flaws

New modes include Megawealth, where you have to capture oil derricks to get your resources

> **"There are significant improvements in gameplay"**

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Age of Empires 2* (PC), *Shogun: Total War* (PC)**

FASTER, HARDER

Once you get past initial reservations about the apparent sameyness of it all to earlier *C&C*s, you soon realise Westwood have actually pulled off significant improvements in gameplay here. *RA2* is often a faster, less predictable and a more challenging experience than its predecessors. New unit abilities scream for you to try new tactics, while the pumped up superweapon structures (and the genius touch of advance warnings of strikes), plus easier resource management all force the game up a gear or two.

BUT...

There are a few buts. While mission par times encourage you to finish as fast as possible, it's all too easy in earlier single player missions to rely on the old *C&C* build and defend tactics finishing off with a good old fashioned tank rush. This won't always work later on when you're threatened with an imminent nuclear strike, but some players might be put off before they get to experience the game's real tactical innovations.

THEY'RE PICKING ON ME

For all *RA2*'s tweaks and improvements, the AI isn't always too clever and the code we played had some irritating unit pathfinding errors. In Skirmish games, we repeatedly found all the computer armies discovered our base almost straight away and attacked simultaneously while totally ignoring each other. Coincidence? They didn't even really bother building walls round their own bases. And strangely, we still racked up higher scores even when we were the first army eliminated (they were cheating, honest).

THE VERDICT

A solid strategy game? Yes. Original? Fairly, considering it's been made under the *C&C* license. Graphics? Better than *TS* – the cities are really detailed and full of character but the snow maps are a bit toilet and frankly it's time for something a little more 21st Century. Does it deserve to be called a sequel? More or less – it's probably *Red Alert 1.75*. Will CVG continue playing it now this review is finished? Definitely (but mainly online, so hurry up and buy it so we can mix it with you guys). Will it sell? Faster than Linford Christie's poop off a greased shovel.

COMPETITION

You've seen the review, now get ready to book a long holiday, cos we've got ten copies of *RA2* up for grabs and one of them could be yours simply by answering the question below and sending your entry to: *Red Alert 2* compo at our usual address.

Who makes *C&C* games?

1/ Blizzard North
2/ Westwood
3/ Ion Storm

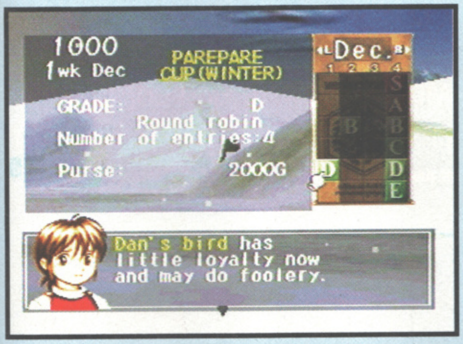
computer and video Games

★★★★

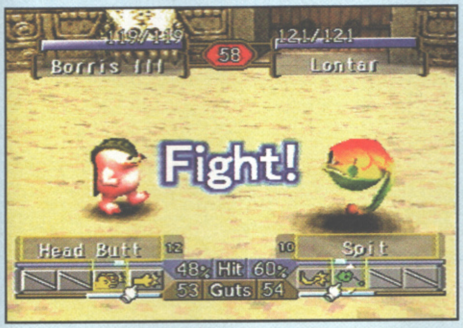
MONSTER RANCHER

WORDS & SCREENSHOTS: LEE SKITTRELL

This'll turn you into a not-so-jolly rancher



Dan's bird has little loyalty now and may do foolery.



WHAT YOU NEED TO KNOW

At last! A game for those of us who want a pet but can't trust ourselves not to forget about it and leave it to drink water from the toilet bowl and chase spiders for food while we swan off to Butlin's for a weekend of hardcore bingo. Even better, *Monster Rancher* lets you train your virtual monsters and then pitch them into battle – something you could get into serious trouble for doing with Sparky the hamster and his little furry friends.

PUNISH ME!

Monster Rancher is a spin on the *Digimon* idea – collect monsters then train and fight them to become the best trainer in town, and it's fun to start off with. As a trainer, you decide how to raise your beasts and whether to reward or punish them. The critters have personalities too and they genuinely react to your decisions. You can even generate your own monsters by using music CDs.

Th-thank you Borris III.

1000
1wk Nov
Domino
Pow.
Flo.
Yes
No

Then, let's begin the drill, OK?

WORTH PLAYING?

Monster Rancher is a phenomenon in Japan and America but UK gamers are getting the original three-year-old game, not the enhanced sequel. Raising monsters is fun, but you have no control over the training mini-games, little influence in battles and it all feels a bit random. If you slog away you will find depth in the intricacies of monster stats but most will get bored long before then.

COST: **£19.99**
OUT: **NOW**

MULTIPLAYER: **1-2**

Dan's bird
44
Hit
Guts

Dan's bird has no hope against this bug

computer and video
GAMES

★★

IF YOU LIKE THIS TRY THESE...
Pokémon Stadium (N64),
Digimon World (import PS)

INCREDIBLE CRISIS

Short, crazy and extremely funny

WORDS & SCREENSHOTS: LEE SKITTRELL

COST: **£19.99**
OUT: **NOW**

MULTIPLAYER: **NO**

WHAT YOU NEED TO KNOW

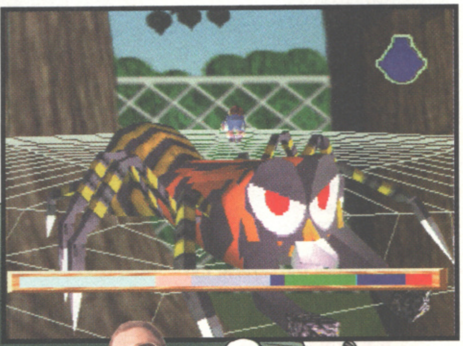
The best things in life are over far too quickly: the roller coaster you've queued for two hours to get on, the £2000 fireworks display down your local rec, and *Incredible Crisis*. But while they last, these things are all a blast. And short though it is, your mini-game packed quest to help the world's unluckiest family through the day in *IC* is up there with the best.

LOVE IS...

From the *Bust-A-Groove* style first level to the last button-bashing cycling marathon, *IC* oozes charm. Every mini-game is fresh, original and laugh-out-loud funny. There's a bizarre story linking the four main characters' levels and before the end you'll be chased by a giant Mantis, boogie with a bunch of armed robbers, protect a UFO from the armed forces and fire missiles at a giant pink teddybear. And you'll love every second.

WORTH PLAYING?

Incredible Crisis is an essential play, but as superb as it is, it is not an essential buy as it just doesn't last. Once you've sussed out how to beat each stage, you can blast through the game in one sitting. As you play you unlock each stage in the mini-game rental section, letting you play them at will for added longevity. So you can challenge mates to beat your scores and snort at their efforts. *IC* may be short, but it's very, *very* sweet.



BLEND
TONDEMO

computer and video
GAMES

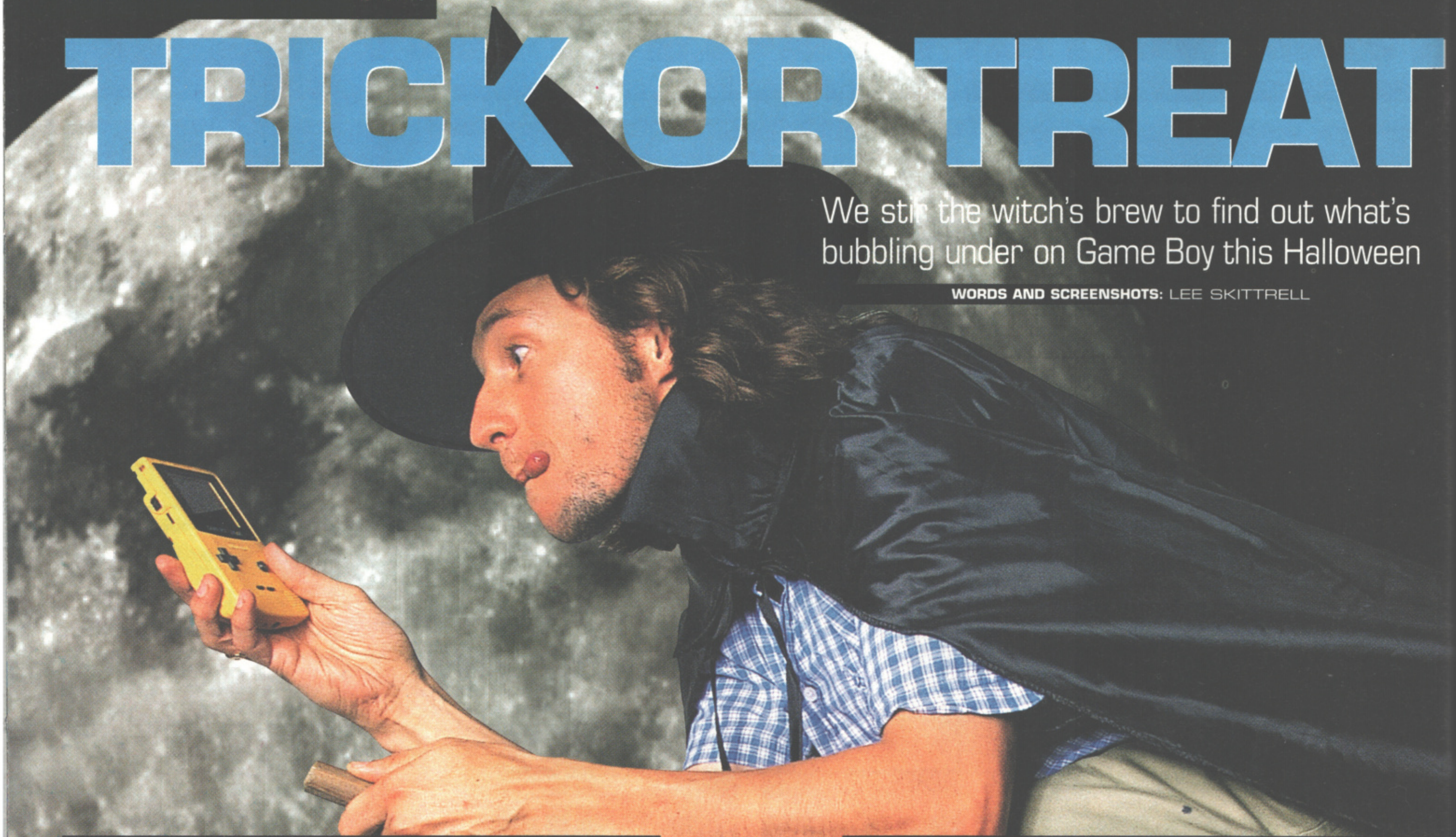
★★★★

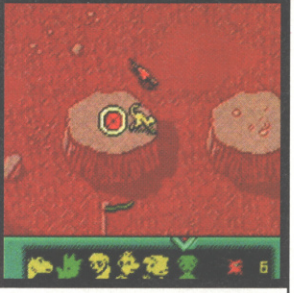
IF YOU LIKE THIS TRY THESE...
Bishi Bashi Special (PS),
Panic Park (arcade)

TRICK OR TREAT

We stir the witch's brew to find out what's bubbling under on Game Boy this Halloween

WORDS AND SCREENSHOTS: LEE SKITTRELL





COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

DISNEY'S DINOSAUR

WHAT YOU NEED TO KNOW

Top marks to the developer for trying something different with a Disney license. Shame then, that it's turned out so weak. Guide Aladar and his dino and monkey buddies in a top-down puzzly/platformy shambles. Switch between six heroes to search the prehistoric land and solve puzzles.

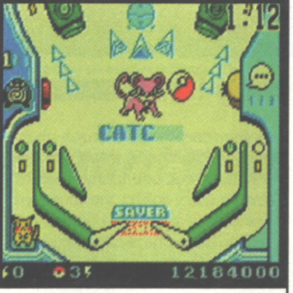
DIS-ABILITY

Each member of the team has a specific ability you can use to progress. Aladar can push rocks and scare away critters, while Plio can jump ledges and swing on vines. Each section of the game world requires you to mix and match characters' skills. The problem is that the puzzles are often too simple in design yet too frustrating to solve.

WORTH PLAYING?

Dinosaur's visuals are bland and like other games this month, too small on the screen. Or maybe we're just getting old and need to visit the optician. Either way, playing *Dinosaur* is a chore and not even the cool print-out gallery can save it. It may be billed as a kid's game, but there's still no reason for it to be this uninspiring, especially as it's a Disney licence. We want to cry.

computer and video games
★★



COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

POKEMON PINBALL

WHAT YOU NEED TO KNOW

Get your Pokéballs ready – *Pokémon Pinball* proves there's more to the ickle monster phenomenon than RPG adventuring. You start the game with two themed tables – appropriately, one is red, one is blue – and an empty Pokédex. A trusty Pokéball replaces the traditional pinball and by bouncing it against on-table features you get the chance to catch 'em all.

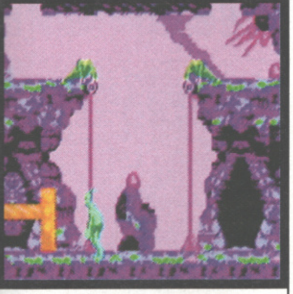
WHERE IN THE WORLD?

A window on the table pinpoints your location in the Pokémon world and different monsters appear accordingly. So you'll be bouncing off bugs in Viridian Forest and zapping electric Pokémon in the Power Plant. Things can get tricky with only limited balls, but you can save to your Pokédex when you need.

WORTH PLAYING?

Pinball offers a double-whammy comprising of all the collect and catch action of the GB adventures coupled with one of the finest – and most addictive – pinball games yet seen on any format. The tables are tricky and packed with features and the multi-direction table tilt option is a revelation. This is superb.

computer and video games
★★★★★



COST: **£19.99**

OUT: **NOW**

MULTIPLAYER: **NO**

ODDWORLD ADVENTURES 2

WHAT YOU NEED TO KNOW

Abe's second Game Boy outing is a scaled-down version of the PlayStation sequel and features your favourite Mudokon-eating baddies, the same fiendish logic, and even a pared-down version of GameSpeak. And of course, lots of smelly air-biscuit action.

WHO CUT THE CHEESE?

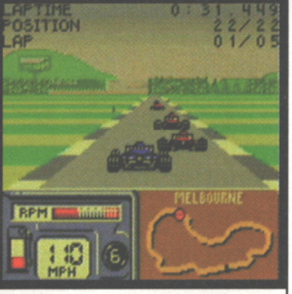
Start playing *Oddworld 2* and it won't be long before you're reaching for your granny's bifocals, as many of the levels require a super-human level of visual skills. The early stages especially will have your eyes streaming as Abe negotiates the Necrum mines, trying not to squish little slugs which are only a few itty-bitty pixels high. Unfair and frustrating.

WORTH PLAYING?

Oddworld 2 is big and full of neat touches. It looks tasty, especially when Abe moves from foreground to background. The puzzles are taxing, although you can't help but feel cheated when you die yet again for failing to notice a tiny detail on the screen that only a microscope could have revealed. But what other game lets you solve puzzles by chuffing, eh?

computer and video games

★★★



COST: **£24.99**

OUT: **NOW**

MULTIPLAYER: **NO**

FORMULA 1 2000

WHAT YOU NEED TO KNOW

And now for some more officially licensed F1 nonsense for your handheld. There has only been a handful of decent 'serious' racers on Game Boy and this ain't one of 'em. There are options, play modes, stats and tweakables galore, but what's the point of all that bumph when it's simply no fun to play?

GAAAH!

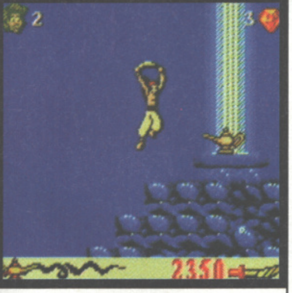
As a racing experience, *Formula 1 2000* is at least a complete one. It has authentic racers, cars, and even a cool history of the championship built in. So it's a shame that the actual meat of the gameplay is so bland and unsatisfying. Cars are twitchy and the tracks so narrow you can barely squeeze past rival racers without spinning out and screaming "Gaaah!" at the screen.

WORTH PLAYING?

There's a lot of game for your money in *Formula 1 2000* but it's likely only committed masochists and total F1 obsessives will persevere. The po-faced presentation won't win over any non-F1 fans either. If you want a serious GB racer, check out the blistering *F1 World Grand Prix 2*, or *Le Mans 24 Hours* instead.

computer and video games

★★



COST: **£24.99**

OUT: **NOW**

MULTIPLAYER: **NO**

DISNEY'S ALADDIN

WHAT YOU NEED TO KNOW

Aladdin is considered the best of the 16-bit Disney platformers. If you missed it first time around, here's your chance to discover a whole new world of platform goodness. Everything from the SNES and Mega Drive versions is here, including the awesome lava chase level – the fastest thing seen on Game Boy, ever.

FRIEND LIKE MEEEE!

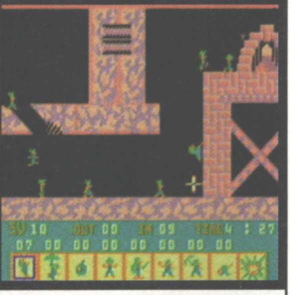
Levels are large with varied challenges and loads of Disney charm. The story is pretty close to the plot of the movie and as you play, bonuses are collected, magic lamps are rubbed and magic carpets clambered on – it's all good. The graphics are lovely too and you'll be humming along to the tunes from the movie as you play. Damn fine.

WORTH PLAYING?

So much has been crammed into *Aladdin* that something had to give. Fortunately, the trade-off is just a little slow-down and a touch of the jerkies when things get particularly hectic. Everything else in *Aladdin* is spot-on and what's more, this version is considerably tougher than the earlier games. This is addictive, if slightly brainless, platform action.

computer and video games

★★★★



COST: **£24.99**

OUT: **NOW**

MULTIPLAYER: **NO**

LEMMINGS & OH NO! MORE LEMMINGS

WHAT YOU NEED TO KNOW

Coming in just behind *Oddworld Adventures 2* in this month's 'Game Boy games to cane your eyes' chart, this is a compilation of the first two classic *Lemmings* games. For readers who've just fallen to Earth from the planet Zog, the little green haired critters were the scourge of the 16-bit era, with games appearing on every system known to man.

LIL' LEMMINGS

The glory of *Lemmings* is faithfully recreated on the diddy screen and this is where the problems start. While the tool bar works a treat, the lemmings themselves are so small that you'll struggle to see what they're up to. Scrolling around the screen using a D-pad slows down the action and can cost you precious lemmings.

WORTH PLAYING?

Lemmings is as fun as always and the old-school puzzle action is perfect for Game Boy, it's just a shame more thought wasn't put into sorting out the titchy visuals. With two tough games to crack, you do get a lot for your money, but without a screen magnifier you'll be cussing up a storm and blind within a week.

computer and video games

★★★

PC CD ROM

COST: **£29.99**

OUT: **NOW**

MULTIPLAYER: **NO**

RESIDENT EVIL 3: NEMESIS

An indestructable man-mountain of zombie flesh wants to rip your head off on PC

WORDS & SCREENSHOTS: MAURA SUTTON

WHAT YOU NEED TO KNOW

Resident Evil 3: Nemesis was a hugely successful survival horror game on the PS. Never before had mind-twisting puzzles been mixed so perfectly with skull-splatting violence. And as with the two previous PS games, Capcom have decided to give PC owners the chance to feel the fear for themselves.

Nothing much has changed from the PS

ANYONE FOR ZOMBIES?

The story involves ex police agent Jill Valentine from the first *Resident Evil*. When we join her she's got herself trapped in Raccoon City after the zombie infestation. As she works her way through the city's wreckage, she visits familiar turf like the Police Station and gets to splat a fair few zombie heads. She also gets stalked by a brutal madman who's right up there with all your favourite PC baddies. This ten-foot nutter really is scary as hell and will make you jump every time.

WORTH PLAYING?

Sure, provided PC owners don't expect anything like the graphical treats they usually get on their machine. *RE3: Nemesis* is very playable, but as we suspected last issue, not much has been done to enhance the PS experience for the PC. More extras other than the costume changes and mini game would have been cool, but sadly that's all you get. So if playing PlayStation games on your PC is allright with you, this'll do you proud.

computer and video Games

★★★

IF YOU LIKE THIS TRY THESE...

Any *Resident Evil* game (DC, PS, PC, N64)

Cutscenes advance the plot between zombie decapitation sessions

---

PC CD ROM

COST: **£29.99**

OUT: **NOW**

MULTIPLAYER: **1-8**

AIRFIX DOGFIGHTER

Play with some moulded plastic models? No, Les, not *that* sort of model

WORDS & SCREENSHOTS: PETER WALKER

WHAT YOU NEED TO KNOW

Just 20 years ago, glueing tiny bits of plastic into tiny planes didn't automatically turn you into a social pariah. King of the model manufacturers was Airfix, and they've hopped on the videogame bandwagon. Choose your Second World War side (Allies or Axis), create a heroic pilot and bomb, strafe, dogfight and rocket your way through a total of 20 rip-roaring missions... in, er, model planes around your, um, well, house.

CHOCKS AWAY, CHAPS

Basic controls make getting to grips with the flying a total no-brainer. The gameplay boils down to collecting items and power-ups, shooting down other planes and using rockets and bombs to take out ground targets. Do well enough and you unlock different types of craft, upgrade weapons and maybe, just maybe, you'll even reach missions in the garden. Please try to control your excitement.

PILOT ROSTER

Fly a plastic model aircraft as a Nazi

THE KITCHEN

Bed in the kitchen? Why not, it's our house

WORTH PLAYING?

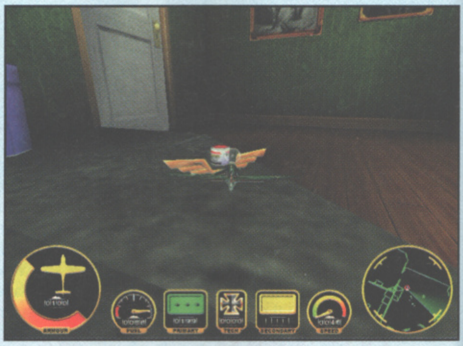
This is the sort of game you'd be embarrassed if your mates caught you playing. Most of the guys who were into plastic models are probably now in their thirties and forties and might enjoy a quick blast – they'll get to fly model planes around a house just like they always dreamed. But how many younger videogame players have even heard of Airfix is debatable. Presumably someone thought it might appeal in a *Micro Machines* kind of a way and there's Net multiplay and some bizarre sci-fi weapons thrown in for da kidz. But *Airfix Dogfighter* really flashes its geeky underpants in The Paint Room. Yup, you guessed it, you can change planes' camouflage and even create your own insignia, and create your own dogfight arenas in the House Editor. As if.

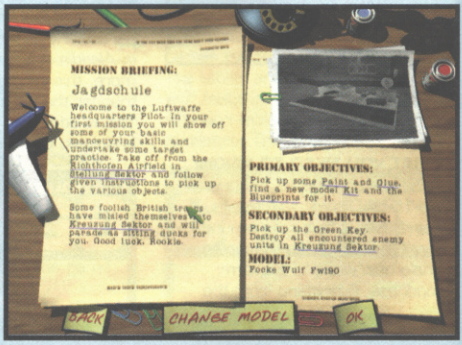
computer and video Games

★★

IF YOU LIKE THIS TRY THESE...

Micro Maniacs (PS), a trip to the model toy shop with the wife





MISSION BRIEFING:

Jagdschule

Welcome to the Luftwaffe headquarters Pilot. In your first mission you will show off some of your basic manoeuvring skills and undertake some target practice. Take off from the Richthofen Airfield in Stellung Sektor and follow given instructions to pick up the various objects.

Some foolish British tr[illegible]s have misled themselves into Kreuzung Sektor and will parade as sitting ducks for you. Good luck, Rookie.

PRIMARY OBJECTIVES:

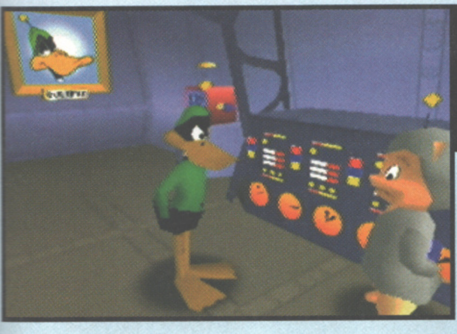
Pick up some Paint and Glue, find a new model Kit and the Blueprints for it.

SECONDARY OBJECTIVES:

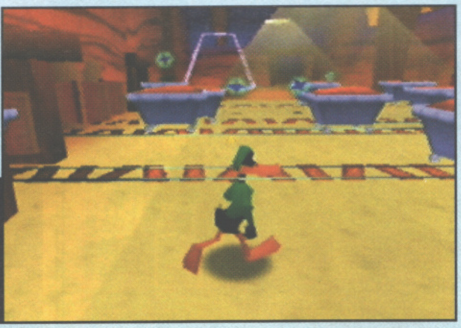
Pick up the Green Key. Destroy all encountered enemy units in Kreuzung Sektor.

MODEL:

Focke Wulf Fw190



The characters are spot-on and as true to the feel of the cartoons as possible. Remember this porky little dude?



This game really does look the business but plays like so many other titles doing the rounds right now

DUCK DODGERS

WORDS & SCREENSHOTS: STEVE O

Yet more 3D capers

THIS LOOKS FANTASTIC
The Duck in question is none other than that loveable feathered cartoon klutz Daffy.

And rarely has a game caught the atmosphere of a cartoon as well as this. Daffy quacks and splutters his way round the levels with his characteristic waddling gait, letting wisecracks rip at every opportunity. The locations could have been drawn by the original cartoon artists - they are *that* faithful to the TV shows. And the other characters such as Elmer Fudd, the proliferation of hilariously defective ACME products and the Looney Tunes music couldn't be more spot-on either.

SO WHY ONLY THREE STARS?
Well, apart from the bang-on cartoon feel, there's little here we haven't seen before. It's yet another 3D platformer, which seem ten-a-penny right now. You peg it around collecting gubbins, jumping about and fighting bosses. At the end of the day, if you've got *Banjo-Kazooie*, *Croc* or *Spyro*, then you know what to expect. Sure, there's the odd new sub-game and lots of gags and puzzles in here, but not enough to tickle anyone's fun spot immensely.

WORTH PLAYING?
For Daffy fans, this is ace. For everyone else, it's fun for a while but unoriginal and pretty simple to get through. Value for money it ain't. Presentation is one thing, but interesting gameplay is where it's at.

COST: **£39.99**
OUT: **OCT**
MULTIPLAYER: **NO**

Daffy's full of cracking one-liners in *DD*

computer and video Games
★★★

IF YOU LIKE THIS TRY THESE...
Rayman 2 (N64, PS, DC), *Taz Express* (N64)

DAVE MIRRA FREESTYLE BMX

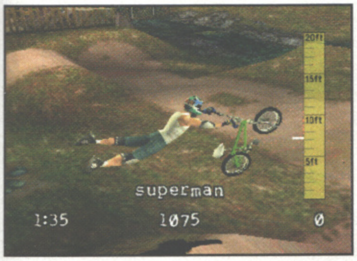
Luke-warm action from the BMX genius

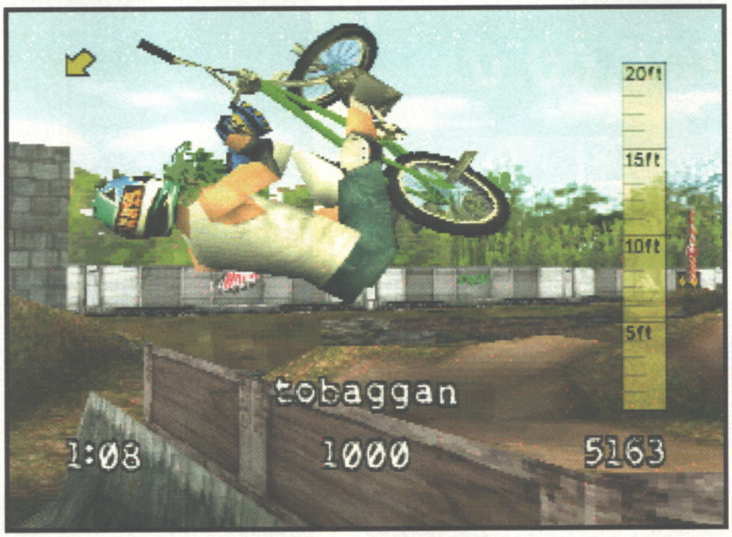
WORDS & SCREENSHOTS: THE LATE, THE GREAT, FAT PAT

WHAT YOU NEED TO KNOW
Dave Mirra BMX is all about jumping over stuff, doing stunts and opening locked features. Throw in some trains, a ton of half-pipes and more than a dash of *Tony Hawk's* and you get a passable game, but precious little more, unfortunately.

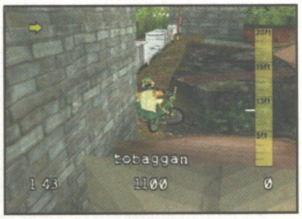
TONS OF GUBBINS
The trick list in *Dave Mirra* is as long as your arm, and you'll soon be polishing off rocket airs and can-cans as you take on the Proquest and attempt to complete the Amateur, Pro and Hardcore challenges. From there on in you unlock fresh levels, bikes and riders. As you'd expect.

WORTH PLAYING?
It looks reasonable and there's loads in it, but the camera's all over the place and it's more than a little frustrating. If you want a decent bike game in the vein of *Tony Hawk's* get into *Mat Hoffman*. Check out *Dave Mirra* if you're bored and can handle something that's far less than stellar.





COST: **£29.99**
OUT: **OCT**
MULTIPLAYER: **1-2**



Pull tricks to relieve the boredom

computer and video Games
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IF YOU LIKE THIS TRY THESE...
Mat Hoffman's (PS), *Tony Hawk's 2* (PS)

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PlayStation

COST: **£24.99**
OUT: **OCT**
MULTIPLAYER: **NO**

MUPPET MONSTER ADVENTURE

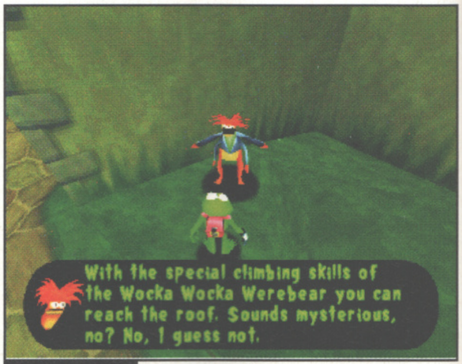
Don't Kermit to this in a hurry

WORDS & SCREENSHOTS: STEVE O

WHAT YOU NEED TO KNOW
Muppet Monster Adventure is a 3D platforming adventure that had the CVG office asking "is this *Spyro 3?*". That's because the cute characters, lush environments and roaming gameplay look chips off the same block as the purple dragon's trilogy.

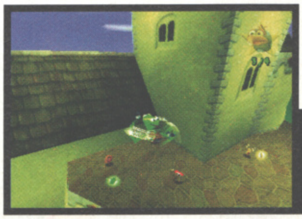
THE MUPPET SHOW
You play Kermit's little nephew Robin. All your muppet mates like Kermit and Miss Piggy have been kidnapped and turned into monsters. You've got to get through 18 levels ranging from piranha-infested swamps to haunted graveyards to put this right. Everything looks really good, with well animated characters and backdrops drawn with a suitably cutesy-cutesy flourish. But if you're looking for originality you're in the wrong place. There are some good features but mostly it's fairly standard fare very much in the mould of *Spyro* or *Banjo-Kazooie.*

WORTH BUYING?
For a younger audience this will hit the spot. But for a seasoned gamer it's yet another 3D roamer that pushes the boundaries of gaming about as far as Steps push the boundaries of contemporary poetry.



With the special climbing skills of the Wocka Wocka Werebear you can reach the roof. Sounds mysterious, no? No, I guess not.

This guy guides you through the early stages of your adventure



Everything is really well drawn and full of character. Pity about the gameplay

computer and video games

★★

IF YOU LIKE THIS TRY THESE...
Banjo-Kazooie (N64)

PlayStation

COST: **£29.99**
OUT: **NOW**
MULTIPLAYER: **1-4**

MADDEN NFL 2001

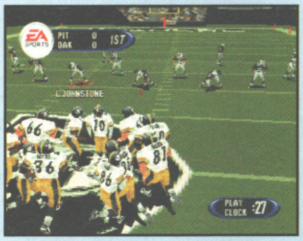
The best *Madden*. For the moment

WORDS & SCREENSHOTS: STEVE O

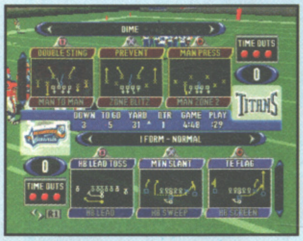
WHAT YOU NEED TO KNOW
It may be as boring as hell to watch on the telly but you can't beat a good American Football sim for some quality multiplayer sports action. But since *Madden '92*, this series has produced its fair share of stinkers along with the odd Gridiron classic. The good news this year is that this latest version is possibly the best PS version yet.

WHAT'S BETTER?
The first thing you'll notice above older *Madden* game is it runs smoother. The animation is slicker than ever and the action flies along at a fair old rate. Look into some of the options menus and you'll find a whole host of enhancements from the souped-up training and drill modes, to the team editors and the data trading system that lets you trade unlocked features with your mates. Player AI has been tweaked too, making the movements and reactions of blockers, blitzers and recievers even closer to the real thing. You'd be hard pushed to bring the intracies of Gridiron to your PS any more faithfully.

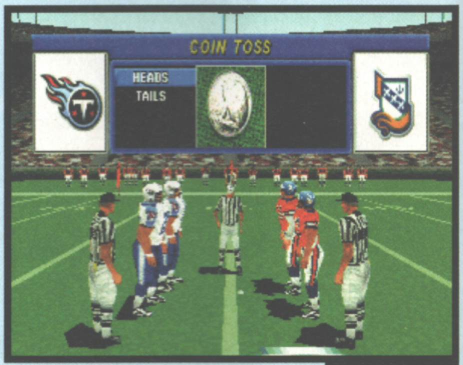
WORTH PLAYING?
If you like your football Yankee style, then this shouldn't disappoint. The amount of detail – from the player modelling to the absolute pile of formation and tactical options – will make Superbowl freaks go weak at the knees. But it's quite hardcore, though, and could prove a tad too incomprehensible for those after a quick arcade fix. The best *Madden* yet – or at least until the PS2 version arrives, anyway.



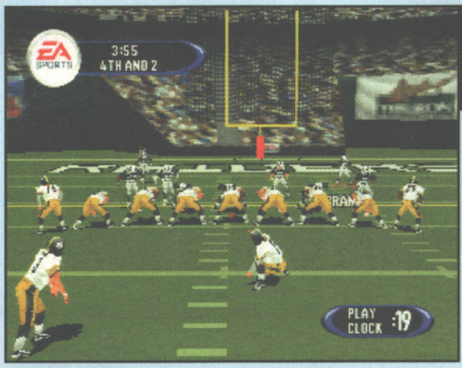
The players are all well animated and behave as realistically as you could expect



There are hundreds of plays to choose from



The calm before the storm. After the whistle, all kinds of legalised violence kicks off



When the time is right, a well taken field goal is three points in the bag

computer and video games

★★★★

IF YOU LIKE THIS TRY THESE...
NFL Blitz (DC)
NFL QBC (DC, PS, N64)

CRIMSON SKIES

Forget the Red Baron, crimson is the colour

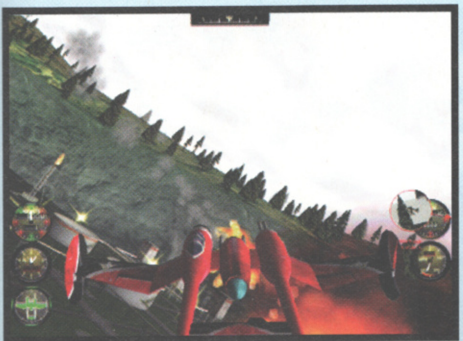
WORDS & SCREENSHOTS: STEVE O

PC CD ROM

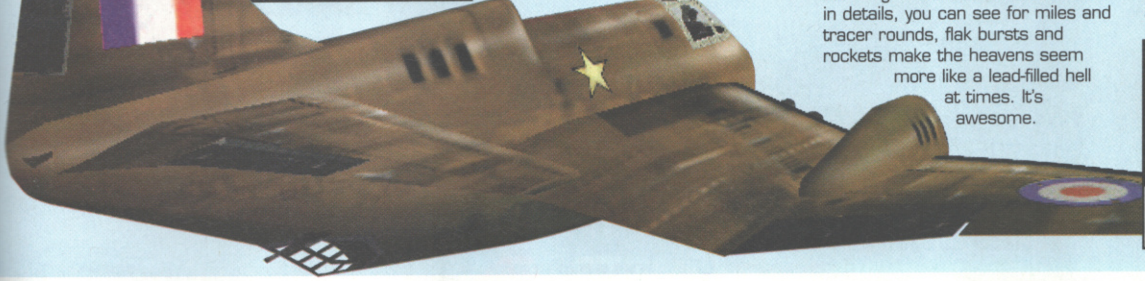
COST: **£29.99**

OUT: **NOW**

MULTIPLAYER: **1-16 ONLINE**



Detail levels when you get near the ground are staggering



WHAT YOU NEED TO KNOW
The year is 1930. Civil war in America has split the country into umpteen separate nation states and the road and rail systems have collapsed. Trade is conducted by huge airships and propeller plane-flying pirates are the scourge of the air. This is a flight sim with a difference. *Crimson Skies* is not only one of the most unusual but also one of the best looking and downright fun plane games we've ever seen.

TAKE TO THE SKIES
You pilot one of many fictional aircraft armed to the teeth with machine cannons, rockets and bombs. Your missions range from straight dogfights, to downing enemy Zeppelins, to attacking ground targets. The emphasis is on seat-of-the-pants, white-knuckle aerial thrills and not anally accurate flight models. So you don't need a degree in aerodynamics to start downing enemy pilots sharpish. And the graphics are nothing short of stunning. The surfaces are covered in details, you can see for miles and tracer rounds, flak bursts and rockets make the heavens seem more like a lead-filled hell at times. It's awesome.

WORTH BUYING?
If your PC is up to it, this is one impressive game. It's a great twist on the average dogfighter; the visuals will make you tremble and the gameplay is easy to get into, full of action and a whole lot of fun. And multiplayer provides a wicked twist to the current FPS frenzy. The only people who'll be disappointed are the kind that like to sit for six hours at a PC, piloting a jumbo across the Atlantic in real-time.

computer and video Games

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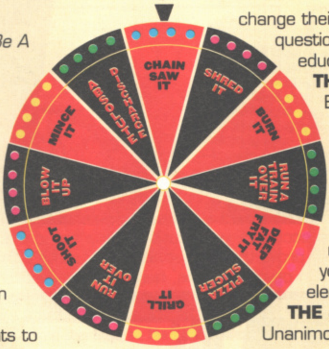
IF YOU LIKE THIS TRY THESE...
Starlancer (PC), *Falcon 4* (PC)

WHEEL OF DEATH

Is the game of the gameshow for the chop?



THE ACCUSED
Who Wants To Be A Millionaire – DC

THE CRIME
Of containting absolutely zero gameplay and not actually making anyone a millionaire.

THE DEFENCE
It recreates the most popular show on TV, down to Chris Tarrant getting contestants to change their minds. The ton of questions make it very educational.

THE PROSECUTION
Educational? Even school isn't this boring. There's no gameplay and play it for long enough and the questions start repeating. This is as much fun as cleaning your teeth with an electric drill.

THE JUDGEMENT
Unanimous – very guilty.

THE SENTENCE
For its crimes against the games world, this odious piece of froth is to be taken from this court and chainsawed until it can enrage us no more. And then it is to be chainsawed some more. May God have mercy on its soul and never let another copy of this plop near us again. Take it away.

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SILENTSCOPE

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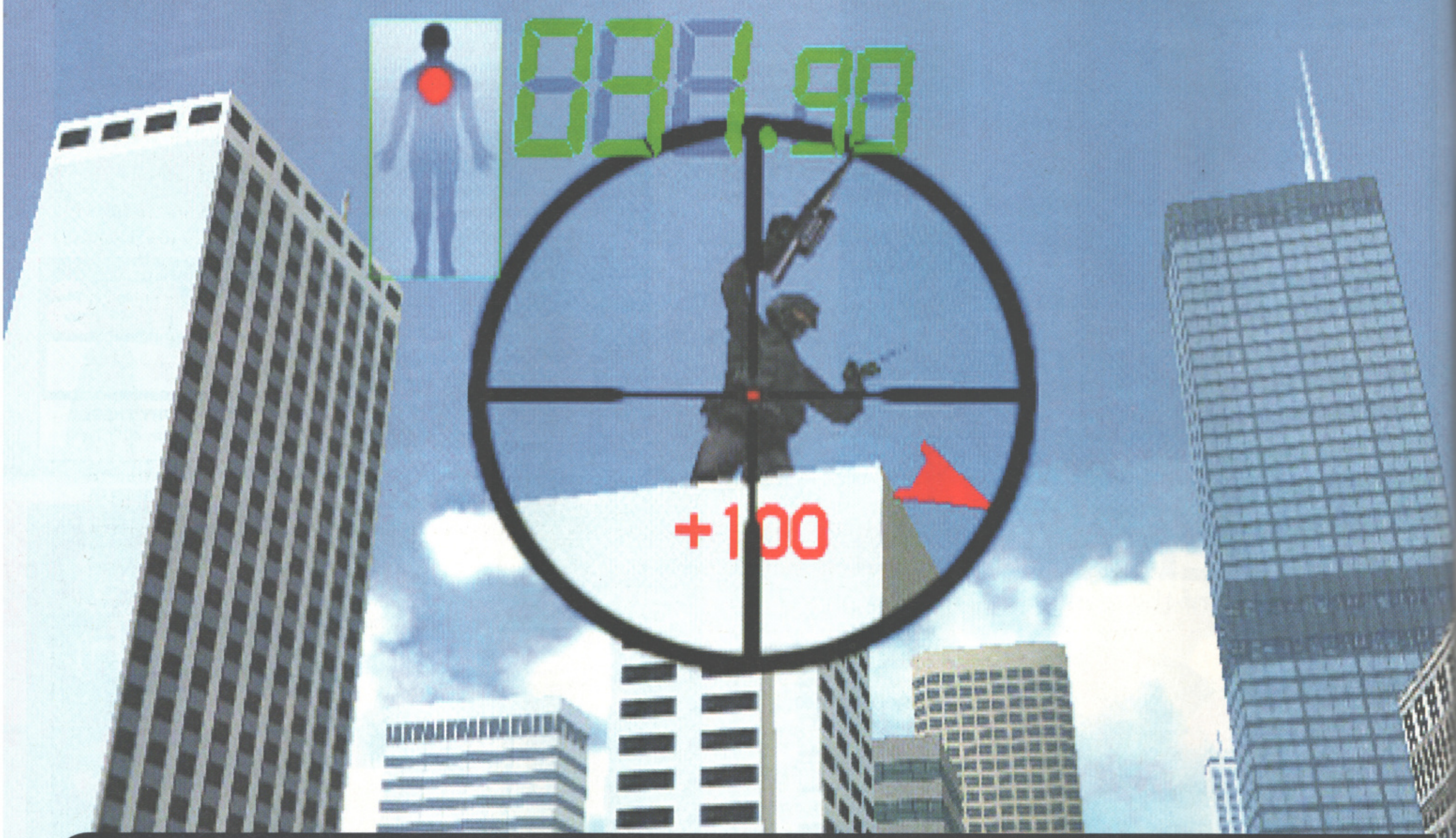
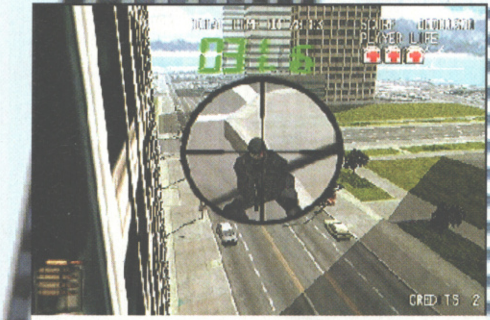
WORDS & SCREENSHOTS: LES ELLIS

A villain pops his head over a wall. He's got a hostage. You could try to talk him out of it or you can blow his brains out with a high powered sniper rifle. Which option are you gonna use? The last one? Correct. So get ready to load up as we examine the average American redneck psycho's favourite pastime.

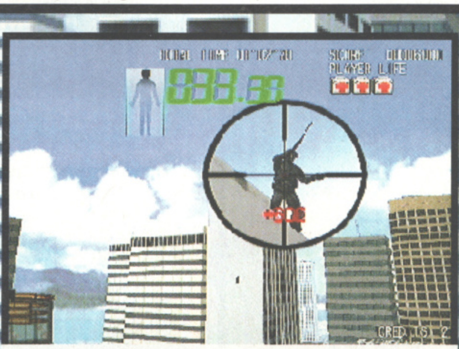


IN THEKNACKERS

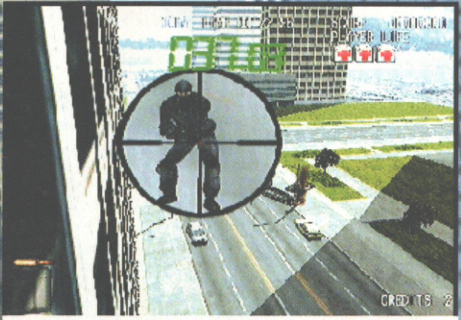
The job of a sniper requires a steady hand and pin-point accuracy, and that's no different in this shooter. What is interesting is that after scientific tests we can now finally prove the link between your state of mind and where you shoot your targets in *Silent Scope*. For those interested in psychoanalysis, here are our results.



When very annoyed, subjects tend to yell someone's name just before delivering a headshot. Usually followed by insane cackling



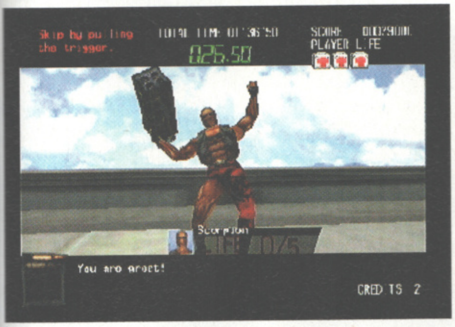
When the subject is in contented mood, he's generally quite happy to take the easy shot to the target's chest. Dull but effective



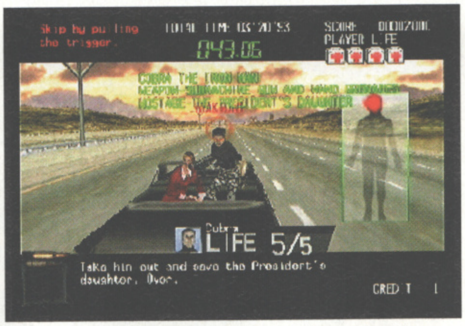
When the subject's mind is unsound, he painstakingly lines up a shot at the target's crown jewels. Lots of wincing from the crowd

FLOSS THE BOSS

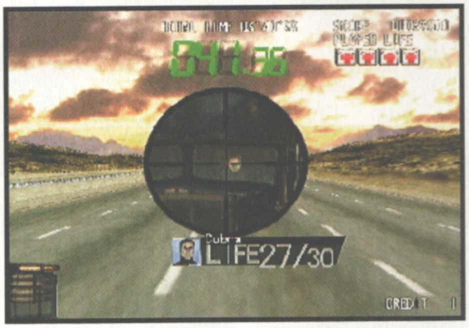
Taking down your average terrorist or petty criminal forms the main course of this game and after a short while you'll begin to feel a bit tasty with the old rifle and ready for all-comers. But then you'll come up against a boss. These guys are as hard as nails and it'll take more than a shot to the nuts to take one of them down...



Try to hit this Duke Nukem look-alike between the eyes, sharpish


Skip by pulling the trigger.
043.06
Cobra
LIFE 5/5
Take him out and save the President's daughter. Over.

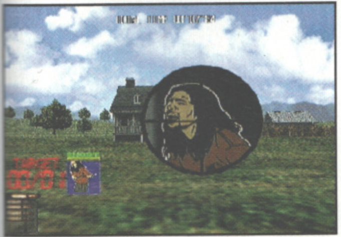
It's easy to hit the babe when trying to cap Cobra in his motor



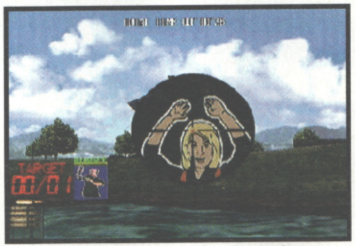
Taking out this nutter in the enormous truck can be a nightmare

SHOOTING GALLERIES

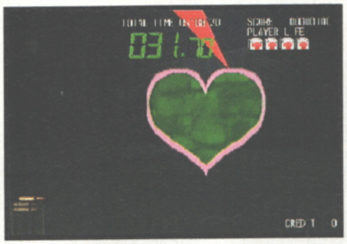
Before you get stuck into life and death hostage situations, you really ought to put in a bit of training - if only for the sake of the public. What better way to do this than sitting in a field popping caps at cardboard cutouts. It takes a lot of hard work before you actually get paid for being a gun-toting psychopath, you know.



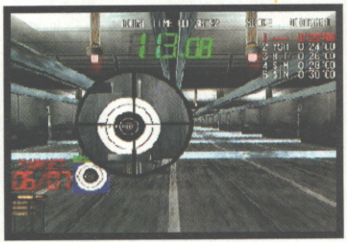
Out on the ranch. Blast rednecks until your trigger finger bleeds – nobody will mind much



The river. This can get tricky because you're on a boat, which isn't the steadiest place to shoot from



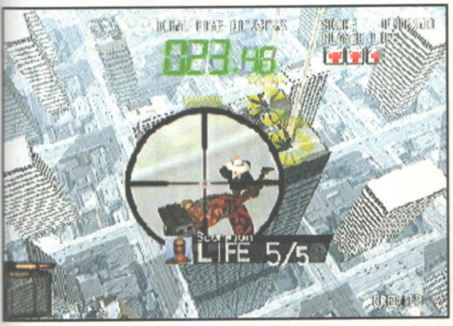
Sure is dark in here. Just as well you've got night-sights. The heart shape means you've got a bonus



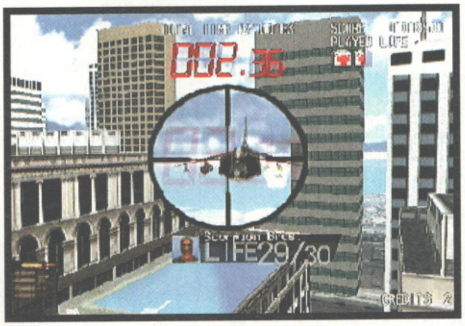
Shooting Galleries. Line 'em up and knock 'em down. Easy pickings – until they all start to move

PSYCHO GUNMAN101

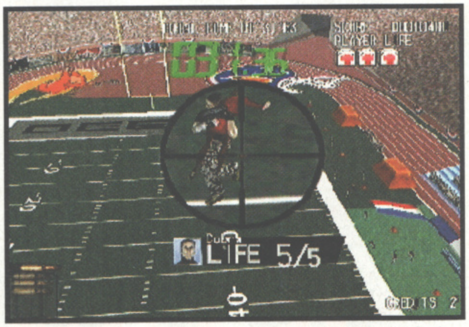
There are plenty of places to hide in a modern city if you're a resourceful criminal these days. And the villains you face in *Silent Scope* are smart. They know if they stay in one place they'll get their arses nuked, so they run from area to area to escape your deadly gaze. Hunt them down and slaughter them like dogs.



Shoot from a helicopter to take out this boss on the tower block



Blow this fruitcake out of the cockpit of the jump jet. Not easy



Don't hit the hostage, avoid enemy snipers and track his run. Ouch

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Time Crisis* (PS), *House of the Dead 2* (DC)**

GUNNING FOR 'EM

Having a gun when you play a gun game is a big advantage as half the fun of the arcade version was using the sights. But even without one, there is a certain amount of sick satisfaction to be had from zooming in on some villain's face and blasting away. And the reams of locations, training levels, and challenge stages should keep you going.

ZOOM AND BOOM

Konami have put in plenty of moving targets, vehicles and aircraft to keep your trigger finger happy, plus some really cool night stages where night vision sights bring a whole new dimension to the action. It's like every action movie you ever watched: the lights go off and people run for cover as you let rip with a few well placed rounds.

THE HEADSHOT

There's no denying the gameplay is very linear and it can feel like a game on rails at times. And gun games are hardly renowned for having much in terms of depth and gameplay. But saying that, *Silent Scope* is totally focused on staying as close as possible to the arcade experience. It's fast, furious and really vindictive. This manages to put a fun emphasis on a violent subject matter, and that's why we love it so much.

computer and video Games

★★★★

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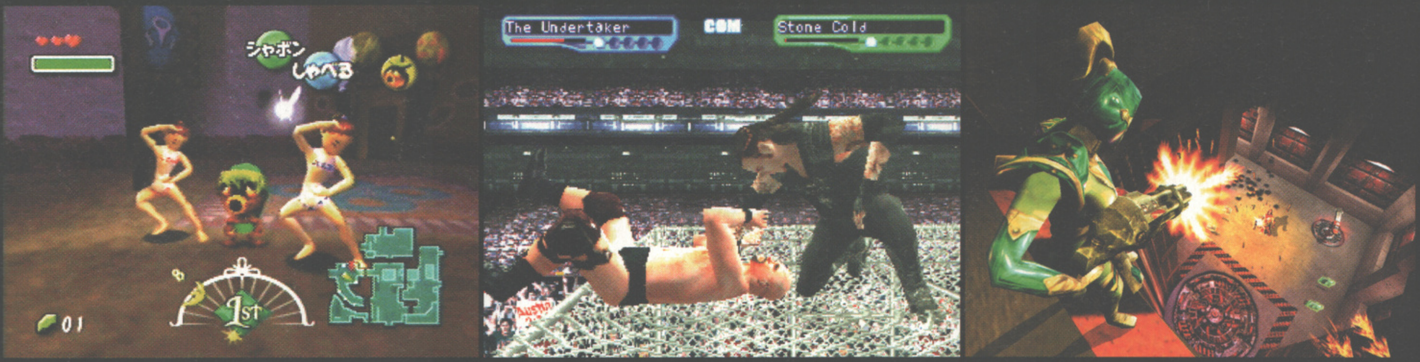
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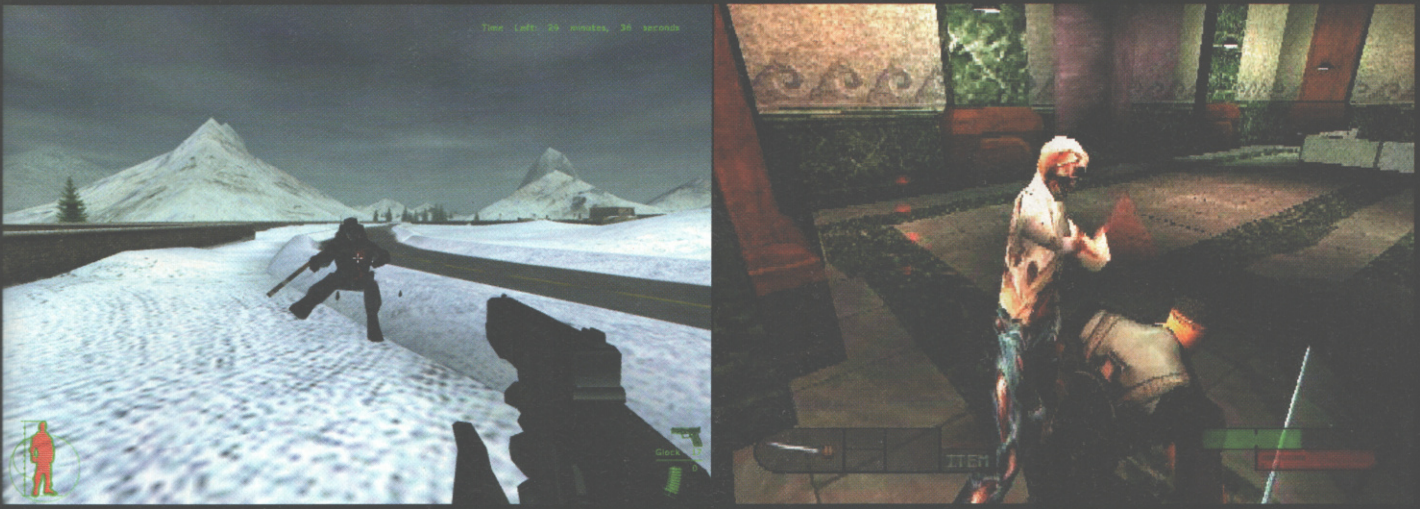

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In Cold Blood
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Killer Instinct
King of the Fighters '99
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LMA Manager
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Longest Journey, The
M
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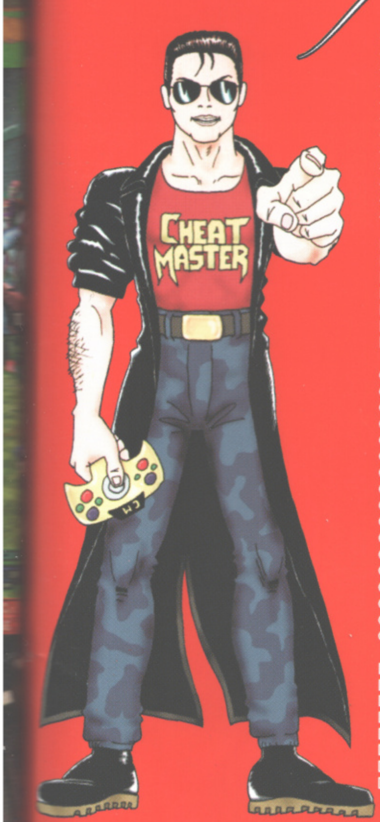

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